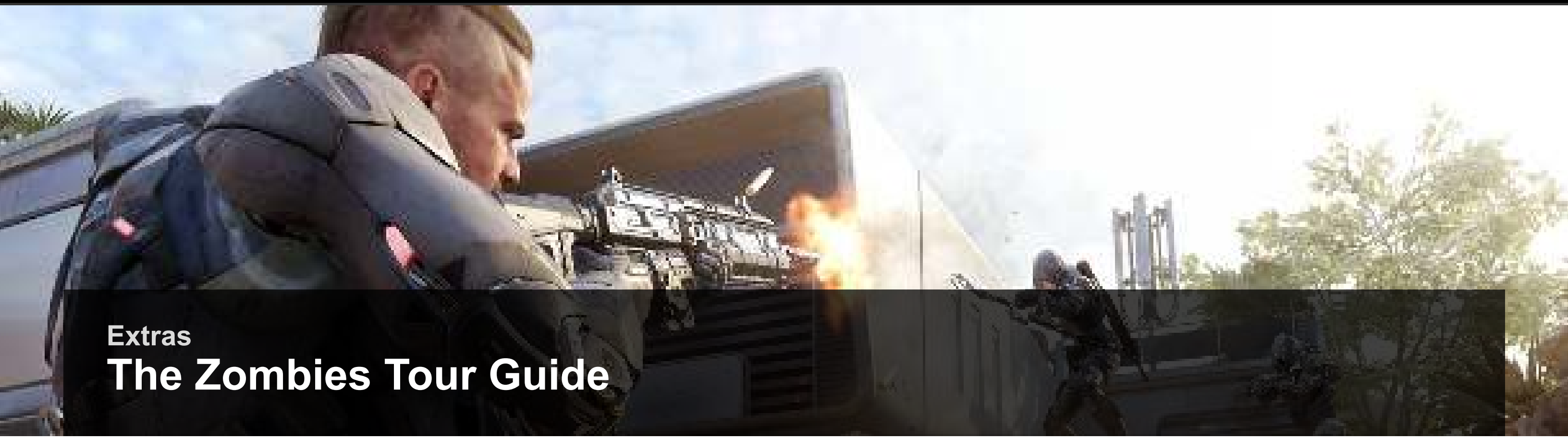


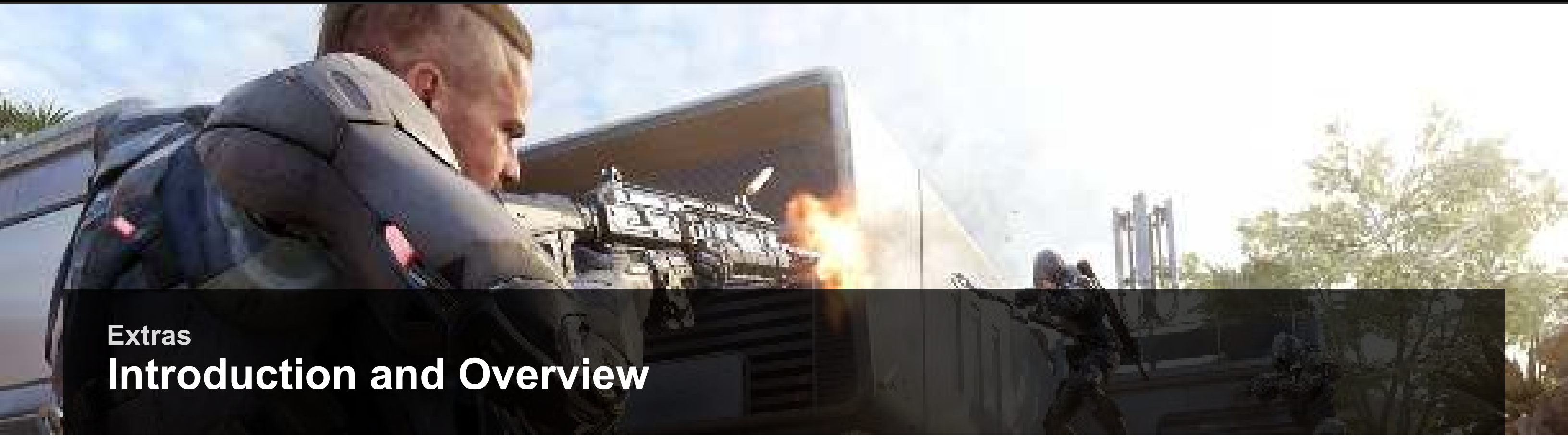
Extras

The Zombies Tour Guide

Gameplay revealed… but not secrets.

Treyarch has long encouraged the community to explore and discover the secrets of the Zombies maps. We respect that, so we're providing advice on how to play zombies, but we're not revealing all the secrets in and around Morg city.

Use the information here to get a head start on the rush to explore the city. Learn the mechanics and focus on surviving the endless hordes. Collaborate and communicate with your fellow Zombies lovers online.

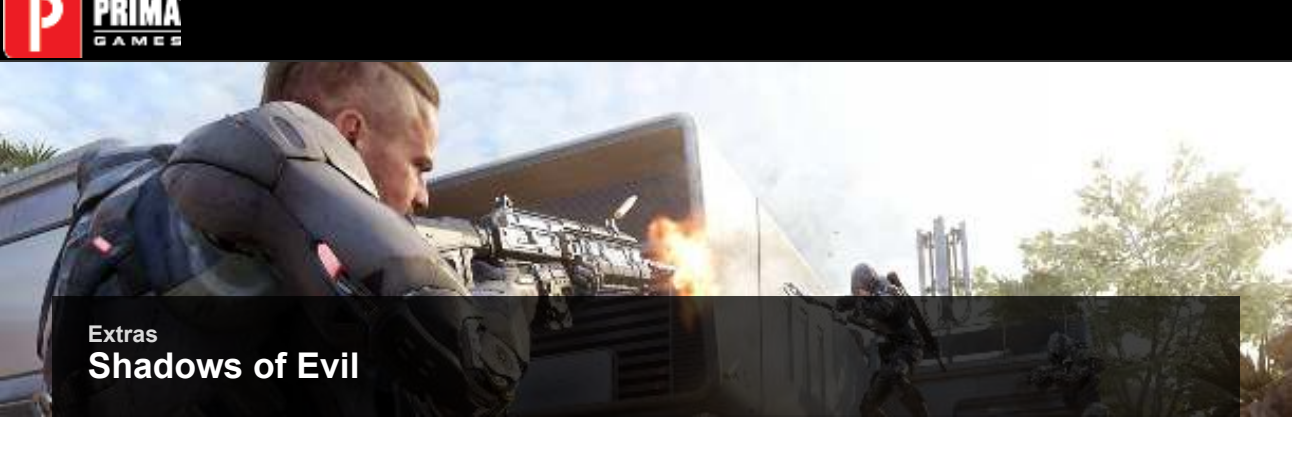


Extras

Introduction and Overview

Welcome to Black Ops III Zombies… the dark streets of Morg City. In the all new Shadows of Evil Campaign, you begin the first chapter in a new story with new characters.

While you still face zombies in great numbers, you also encounter eldritch horrors, creatures ripped from other realms, who are every bit as hostile and violent as the zombies.



Extras

Shadows of Evil

The City

A place of bright lights and dark shadows, Morg City looks like an urban environment from somewhere in America, sometime in the early 20th century. Brilliant streaks of neon color the city streets alongside braziers of burning mystical flames. Mystical flames with a power and a purpose that can be tapped into.

Morg City is divided into three districts (Canal, Footlight, and Waterfront), and one central location that connect all three (the Junction).

As in past zombies maps, simply getting around the map is a dangerous task, as the endless waves of increasingly dangerous zombies (and other foes) only relent in their onslaught for a spare few seconds between each wave.

Stick together and move as a team while you explore. Splitting up is a bad idea until you know the lay of the land and your own capabilities (and, preferably, with some heavy firepower on hand).

You begin the Shadows of Evil map in a narrow alley, with a few notable points of interest nearby.

Getting Started

- Investigate the burning brazier nearby. A touch, a taste, an invocation, and you become the beast.
- Runic marks, chains, a box, a door. Something within? And above the alley, a fire escape with a gleaming eagle head on the wall beside it. Looks like that head would make a good grapple point.
- Power! A Perk machine! Now, you need some electricity to get the juice flowing…
- Your first wall-buys. A handgun, a rifle. You need to replace your starting weapon ASAP; it's not going to hold off the hordes for long.
- At the end of the alley is your first door to the Junction. Earn some cash and break free.

The Beast

All of the unfortunate that make up your party have been branded, marked in some way by foul and dark magic. Which, all things considered, is pretty horrible. But, there are some benefits to the eldritch symbols burned into your skin.

Approach the burning purple brazier and activate it; doing so transforms you into a terror of flailing tentacles and teeth. While in "Beast form," you are fast, powerful, and can interact with the world with your new powers. Your time in this form is limited —when it expires, you immediately snap back to your human form and appear wherever you activated it.

Alert your teammates when you plan to Become the Beast and have them guard your mortal fleshy form—when you return to your body, you trigger an explosive wave of force that knocks back any nearby enemies, but it won't always be enough to save you if you're alone in a four-player game.

Controlling the Beast.

- Press the Left Trigger to fire an electric blast; use the Right Trigger to grapple a target.
- Press your normal Jump button to jump in Beast form, while holding crouch lets you return to human form.
- Melee and sprint remain the same as in human form, and so does revive.

Zombies Basics

Levels

Your profile gains levels in Zombies mode, completely separate from your Campaign or Multiplayer progress.

Almost any action in Zombies mode helps you earn experience, and as your profile progresses, you unlock new beneficial bonuses, such as weapon kit attachment slots and Gobblegum flavors.

Cash

Damaging and defeating enemies in the city earns you cash (and you get a small amount from repairing barricades). With cash, you can open new doors, activate certain objects and traps around the city, buy Gobblegum and Perk-a-cola upgrades, and purchase weapons from wall-buys and the Mystery Box.

Barricades

Zombies pour in from alleys, doors, windows, jump out of murky water, and crawl out of any other dark hole they can squeeze through. No matter where you go in the city, expect zombies to emerge and attack you.

Doors

Your progress through the city is barred by doors. Some are unlocked by spending cash at the door, while others require powering a device nearby by getting some electricity flowing.

A few methods of transportation require mystical powers to access. Keep your eyes open! There are also a few 'doors' that are blocking debris. Just like a regular door, paying some cash can remove these obstacles, allowing some shortcuts for traversing the map.

Some of these zombie approaches can be delayed, however: by building (and rebuilding) barricades, you can prevent at least some zombies from joining the party for a short time. Use time between rounds to rebuild barricades (unless you have other, more pressing tasks!).

Waves

Zombies mode is defined by waves of zombies (and other supernatural foes). Once all of the enemies are defeated (or if your team leaves an area with a few damaged enemies for too long), the wave advances to the next round. At the start of each wave, you are given a brief reprieve to catch your breath, before the zombies renew their attack.

Every wave, the zombies get tougher, and more enemy types are introduced over time. This process never ends! How long can you survive?

The Train

Getting around on foot from one district to another can be a bit of a drag (and carries some risk of losing a limb), but there's another option. If you can reach the Train and have enough cash to pay for the ride, you can use it to travel between the three districts surrounding the Junction.

This is very helpful when you need to reach a Perk machine located in another district quickly, or if you need to escape an overwhelming horde that has built up while defending the area. Of course, it's not entirely safe on the Train—zombies and other horrors are perfectly happy to follow you en route, but it's usually preferable to moving on foot.

If the Train is not at your current location, you can call it to your district for a small fee—just be sure you can survive until it arrives!

Zombie Trains

Not that kind of train. The zombie kind! More specifically, leading a large group of zombies along behind you, preferably in a circular loop, so you can keep them following indefinitely at a safe distance.

This has several benefits—it keeps your teammates safe, and lets you damage more zombies with penetrating shots or explosions.

Not every area is suitable for creating a train, and in a four-player game, you must usually get a few players moving together to herd zombies properly.

Headshots?

Headshots kill zombies fast. However, playing with your targets can generate more cash safely in the early rounds. If you use your melee attack very early on, then mix in body shots with your early weapons to milk extra cash from your undead adversaries. This gives you a considerable head start, and lets you pick up crucial perks and weapons quickly.

As the wave count climbs, burning ammo on body shots becomes wasteful and dangerous—shoot to kill once you've got your loadout squared away.

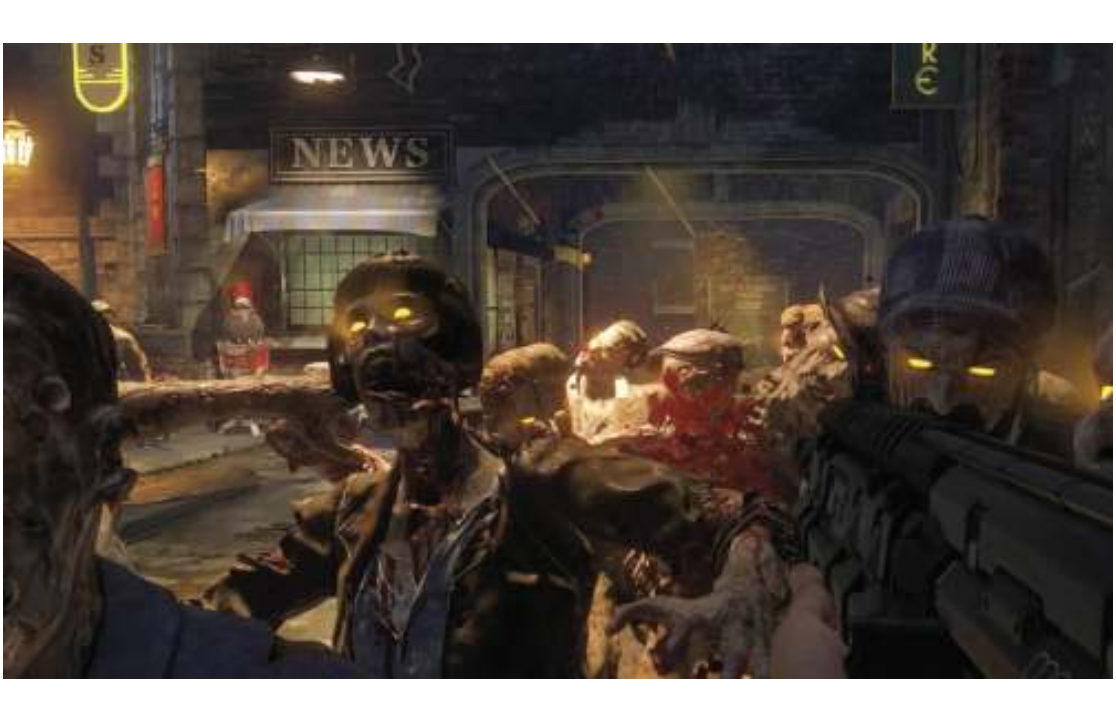
Last Zombie Standing

To buy yourself extra time, leave a few completely undamaged zombies alive at the end of a round. They can easily be herded around, giving your team time to safely explore, refresh ammo from wall weapons, experiment with Beast mode, grab Gobblegum, and so on.

Shadows of Evil Foes

As you reach later waves, each of these new enemy types is introduced. Their appearance is presaged by a visual distortion that briefly blurs your screen.

All three types of nightmare aberrations can make creating a safe zombie train difficult, as their movement patterns and attacks don't mix well with keeping a tight horde of zombies moving where you want, when you want. Because of this, and the sheer danger these enemies present by themselves, they are priority targets when they appear.



Parasites

These flying nightmares are small, but dangerous. As small airborne enemies, Parasites can be difficult to hit with certain weapons, and dealing with their harassing attacks can lead to zombies mobbing you on the ground.

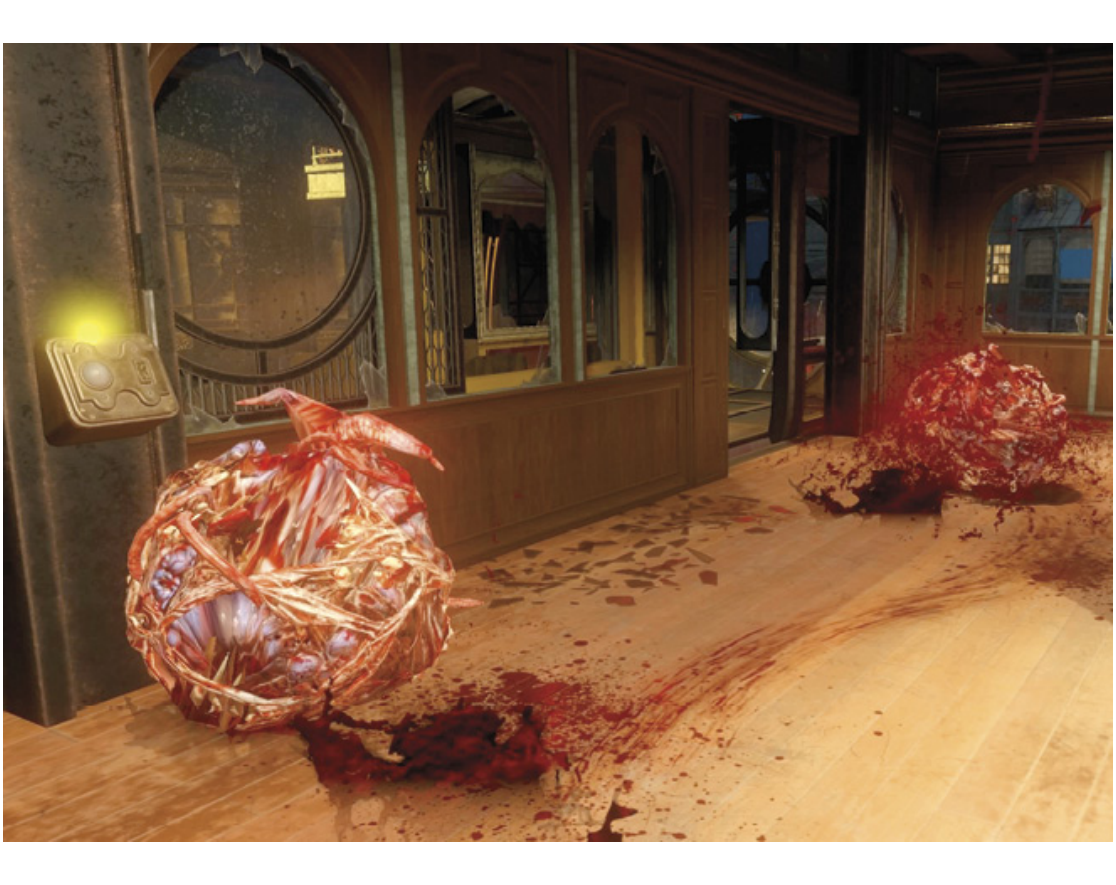
When you're playing in a group, it's helpful to have a marksman designated to take down Parasites quickly while the rest of the group focuses on keeping other enemies at bay.

Insanity Elementals

Disgusting balls of flesh, Insanity Elementals roll toward their targets and then detonate in a cloud of blood and tissue. Yeah, they're kinda gross.

More importantly, they're kinda dangerous. When you see clouds of flame descend from the sky, this is a warning of their imminent arrival. Be ready to destroy them quickly and from a distance. Seek out terrain that funnels them into an easy firing line, or elevated terrain that allows for a quick escape by jumping away.

Do not engage packs of Insanity Elementals in open terrain. Doing so with zombies mixed in the fray all but guarantees getting struck from behind, which leads to a quick down in a dangerous location.



Margwa

Massive, three-headed horrors, these demonic creatures appear in a cloud of brimstone, their footsteps shaking the ground as they lumber and charge toward you.

Margwa are durable, dangerous melee enemies. They can be damaged only by shooting the yellow glow inside their open mouths when their maw opens.

Worse still, after destroying one of their toothy faces, the Margwa enrages and stampedes toward you. Avoiding this rush is critical for survival, so engage the creature from a safe distance whenever possible (and preferably, from another level entirely, so the Margwa can't rampage directly at you).

Buildables

Scattered about the city are bits of esoterica—mysterious items that can be combined and assembled into more useful objects. Comb the city carefully, keeping your eyes open for anything that looks out of place. Once these objects are secured, look for likely work stations where they can be assembled properly.

Weaponry

Zombies mode has a huge host of weapons for you to find, buy, and acquire. And every weapon can be upgraded to pack a punch, should you navigate the mysteries of the city streets successfully.

Weapon Kits

In the Zombies lobby, you can customize your weapons, similar to the way the Gunsmith loadouts work in Campaign and Multiplayer.

As your profile gains levels, you unlock new weapon classes to customize and the ability to add more attachments to your weapons. Initially, you can place a sight and two attachments, but eventually you can add up to a full five attachments on any weapon.

Customizing a weapon in the Weapon Kits menu causes that weapon to appear in-game with those customizations, which also includes any paint jobs and camo.

To unlock new attachments, each weapon must be leveled individually, just as you would do in Multiplayer. Because some weapons are comparatively rare (not being available as a fixed wall buy), leveling them could be challenging.

As a general rule, it's a good idea to invest in leveling the easily accessible wall weapons first. This provides a nicely customized weapon that can easily be reloaded, early in a new match.

Work on leveling weapons from the Mystery Box later, you want a strong guaranteed weapon. Leveling rarer weapons for your loadout is a luxury.

Wall Weapons

Scattered throughout the city are a variety of weapons that can be purchased from white weapon outlines painted on walls. These run the gamut of weapons, from Pistols to Assault Rifles, but do not include every weapon possible to acquire in Zombies.

What they do offer is a reliable method of getting a solid weapon, and, once the weapon kit is unlocked for that weapon type, your personally customized version of that weapon will be acquired from that wall buy.

Additionally, wall weapons allow you to purchase full ammo reloads. Weapons acquired via other means can only be reloaded by picking up a Max Ammo power-up, which is not always in ready supply.

Mystery Box

The Mystery Box contains wondrous weapons, but you must find the box before you can use it, and you must pay a fee for each use.

There are stone markers around the city for possible locations of the Mystery Box. The location is random, and after buying a few weapons from the box, it has a tendency to vanish and appear elsewhere.

You can find weapons in the Mystery Box that can't be acquired anywhere else, some of which are quite powerful. It's even possible to find a special type of 'grenade' that can be extremely helpful when dealing with masses of zombies.

Be careful about over-spending on the Mystery Box early. When you (and your weapons) are still low level, getting an easily accessible, early wall weapon leveled up is more important than burning cash on random weapons that can only be reloaded with a power-up.

Power

Power, juice, electricity. Always a constant in Zombies, and always important.

There are electrical junction boxes located around the city. Most are tied to the Perk machines, while others power devices that serve other purposes. Once you discover how to electrify and activate the flow of power, you can use the attached machines for the remainder of the match.

Perks

Perk-a-Cola machines provide a powerful pick-me-up. Activate the power to the machine and you can spend a small sum to guzzle down a new perk in liquid form.

These perks are very important to your continued survival in the city, and figuring out how to efficiently activate and acquire them for your whole party is one of the first steps in progressing smoothly in Shadows of Evil.

Once purchased, perks are permanent unless you perish prematurely by going down. You can carry only four perks at a time (barring Gobblegum intervention), so choose your perk loadout carefully!

Quick Revive

Available immediately in the starting alleyway, this perk provides you with a free self-revive when you are downed by enemies in solo play, or much faster revives in Multiplayer.

Mule Kick

Mule Kick allows you to carry three weapons. Useful for making use of an extra wall weapon so you can purchase ammo, and keeping two more powerful weapons with a punch in reserve.

Widow's Wine

Widow's Wine transforms your regular Frag Grenades into web grenades that stick to targets like Semtex in Multiplayer, then detonate with an explosion of webbing, ensnaring all nearby zombies.

This upgrade is very helpful to have on a team; if a few members have web grenades, they can make use of the slowing effect to stagger groups of enemies, keeping other teammates safe.

Widow's Wine also provides an additional layer of protection by trapping those zombies that strike you in sticky webbing. Though powerful, this ability consumes a grenade and can run out quickly if you're not careful.

Double Tap Root Beer

Increases your rate of fire and shoots more bullets without increasing ammo consumption! It's a powerful upgrade, greatly improving the power of your rare weapons that have scarce ammo to begin with.

Jugger-Nog

Jugger-Nog toughens you up, letting you sustain a bit more damage from the nasties that patrol the city streets. It won't save you if you get mobbed, but it can absolutely keep you standing after a few grazing hits from a pack of zombies as you sprint past.

Stamin-Up

A delicious Stamin-Up extends your sprint duration, allowing you to run farther and move more quickly through the city, to avoid foes more easily.

Speed Cola

Reduces the reload times on your weapons.

Gobblegum

What better to go with your delicious and refreshing Perk-a-Cola than some tasty, chewable Gobblegum?

New in Call of Duty: Black Ops III Zombies, Gobblegum is a special new type of power-up that provides potent but temporary benefits—in contrast with the permanent bonuses from Perk-a-Cola, or the fleeting and instant effects of regular power-ups.

Gobblegum comes in a few varieties—one type lasts a certain amount of real time, another lasts a certain number of rounds, and the last type is triggered when a specific event occurs (such as getting downed or buying a wall weapon).

Gobblegum Packs

Before you enter a Zombies match, you can configure your Gobblegum Packs. These are sets of five different Gobblegum that you can choose from the Gobblegum menu. Initially, you can choose from just a few flavors. As your profile gains levels, however, new flavors with different effects become available.

You can customize your Gobblegum pack to support your favorite playstyle, or if you're working with a particularly coordinated team, you can even collaborate and pick flavors that work well together.

You can save up to five Gobblegum Packs, so it's worth it to set up a few different packs, both to experiment and to suit different situations depending on if you're playing alone, with friends, or with other players online.

Gobblegum Vending Machines

To actually acquire Gobblegum, you must spend a bit of cash at Gobblegum vending machines located around the city.

Gobblegum vendors are fairly common, but you can purchase only one piece of random Gobblegum from you pack per round, and occasionally, the vending machine may take offense to your presence and become temporarily out of order.

Gobblegum is a very useful addition to your perk powers, but the benefits

are temporary, which can get expensive early in the game. Wait to stock up on Gobblegum until after you have a solid weapon (and possibly a few perks) already secured.

Gobblegum Powers

- Always Done Swiftly
- Arms Grace
- Coagulant
- In Plain Sight
- Stock Option
- Impatient
- Sword Flay
- Anywhere But Here!
- Danger Closest
- Armamental Accomplishment
- Firing On All Cylinders
- Arsenal Accelerator
- Lucky Crit
- Now You See Me
- Alchemical Antithesis

Power-ups

Randomly dropped from downed foes, power-ups are instantly activated—one-shot boosts that give you an edge against the hordes. Don't pick up the powerful offensive power-ups at the end of rounds, or Max Ammo if you still have a healthy ammo supply! You also need to watch out for missing power-ups, as they despawn after a short time if not used.

Insta-Kill

Allows you to kill an enemy with a single shot or hit from any weapon, melee or explosive. You can clear out a horde of enemies in seconds, clearing an area for a fast revive or removing lethal threats.

Nuke

Fry every active zombie on the map in one big blast! There's a brief delay before it triggers and every zombie in the area goes down in flames.

This is the ultimate one-shot answer for saving a downed teammate, so don't use the Nuke when you're not feeling threatened. The Nuke power-up despawns fast, so quickly decide if you want to use it or not.

Max Ammo

Gives your team full ammo for all weapons they are currently carrying. Vital for refilling special weapons that cannot be reloaded.

Carpenter

Instantly repair all barricades across the map. Not quite as powerful as the other power-ups, but still a useful bonus that can give you a little extra time when new zombies join the fray.

Double Points

Does what it says—doubles the score awarded for all actions. Try to activate this at the start of a round, or delay it until a large zombie train has been gathered.

Fire Sale

Activates all the Mystery Box locations to spawn temporarily and reduces the price to 10 points for 30 seconds.

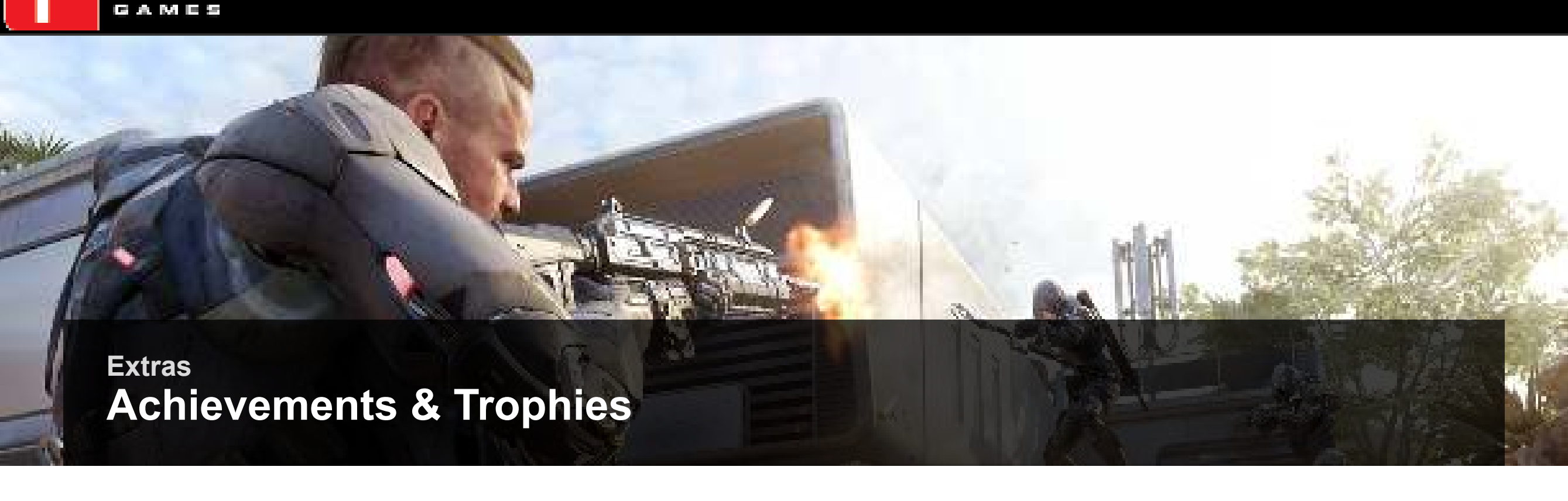
No escape from this city

It isn't a question of if you lose in Zombies, it's simply a question of when. There's no end to the waves of enemies, growing ever stronger and more numerous.

Sooner or later your defenses will falter, or fatigue will set in, and then they will have their feast… but you can certainly make it tough for them.

There are mysteries to explore and a story to uncover, so if there is any goal to be had in the city (beyond discovering the Pack-a-punch machine and unleashing some fury), you can call it a Win if you've scoured the city for every buildable, and reached the end to the Zombies story.

Of course, there are always more weapon levels to unlock, and some new Gobblegum packs to try, and just how many waves can you survive?



Extras

Achievements & Trophies

Campaign Progression

If you play through the Campaign on Hardened or a harder difficulty, you automatically unlock these after you complete each level.

Icon	Achievement Title	Gamerscore	PSN Trophy
	Disavowed	20	Silver
	Complete Black Ops on Hardened, Veteran, or Realistic.		
	A Second Chance	20	Silver
	Complete New World on Hardened, Veteran, or Realistic.		
	High Tide	20	Silver
	Complete In Darkness on Hardened, Veteran, or Realistic.		
	Belly of the Beast	20	Silver
	Complete Provocation on Hardened, Veteran, or Realistic.		
	Into the Abyss	20	Silver
	Complete Hypocenter on Hardened, Veteran, or Realistic.		
	Blood for Blood	20	Silver
	Complete Vengeance on Hardened, Veteran, or Realistic.		
	Friends and Foes	20	Silver
	Complete Rise and Fall on Hardened, Veteran, or Realistic.		
	Understanding Madness	20	Silver
	Complete Demon Within on Hardened, Veteran, or Realistic.		
	Fly, Swim, Shoot	20	Silver
	Complete Sand Castle on Hardened, Veteran, or Realistic.		
	200 Stories of Sheer Adventure!	20	Silver
	Complete Lotus Towers on Hardened, Veteran, or Realistic.		
	Full Circle	20	Silver
	Complete Campaign on Hardened, Veteran, or Realistic.		

These special Achievemwents unlock after you complete the last level. The Achievements you earn are based on the difficulty on which you complete the game.

Icon	Achievement Title	Gamerscore	PSN Trophy
	Full Circle	50	Silver
	Complete Campaign on Hardened, Veteran, or Realistic.		
	Another Side of the Story	50	Silver
	Complete Campaign on any difficulty.		
	No One Will Believe You	20	Bronze
	Complete the Campaign on Realistic.		

Campaign Special

Each of these Achievements requires you to perform a special action. Some happen automatically as you play through; others require you to go out of your way to find a good spot to execute the challenge.

Icon	Achievement Title	Gamerscore	PSN Trophy
	Hold Still!	20	Bronze
	Kill 6 enemies affected by one Blinding Swarm or Firefly Swarm.		
	Once you have unlocked the Blinding Swarm Chaos DNI skill, simply find a group of six enemies. Deploy one Swarm at a time, and kill any enemy affected by the Swarm immediately. If you kill fast enough, the swarm has enough time to spread to six enemies.		
	Rolling Heavy	10	Bronze
	Kill 5 enemies using one burst of Unstoppable Force.		
	This is best done in New World, at the end of the level; there's a room where you are completely surrounded by robots. Use the Unstoppable Force DNI skill to destroy them all in one hit.		
	Sting like a Talon	20	Bronze
	In Campaign, kill 20 enemies while flying the same Talon.		
	Keeping a Talon alive can be tricky. Generally, the key is to destroy other Talons in the area as they are most likely to target your hacked drone. A great spot to execute this is in Rise and Fall when you are demolishing the street. During this section, there are plenty of Talons and unlimited enemies breaching the rear walls.		
	Decimator	20	Bronze
	In Campaign, kill 10 enemies in under 3 seconds.		
	This is best done by combining a lethal DNI skill like Immolation with a heavy weapon like a rocket launcher. A good spot to earn this is at the end of Hypocenter. Before sending the last grenade into the chamber, group the slow-moving robots together. When they are sufficiently clustered, use Advanced Immolation and a rocket to ensure you get 10 kills within the time limit.		
	Walking Encyclopedia	20	Bronze
	Discover all of the collectibles in any mission.		
	Collectible locations are identified in our Campaign Walkthrough.		
	Curator	20	Silver
	Discover all of the collectibles in the Campaign.		
	Collectible locations are identified in our Campaign Walkthrough.		
	Gun Game	20	Bronze
	In Campaign, kill 5 enemies with 5 different guns in under 30 seconds.		
	This can be pretty tricky. You must rapidly switch between weapons and acquire enemy weapons to have enough guns to complete. Make sure you have the CopyCat Tac-Rig and look for an area where there are three enemy guns on the ground. This is best done in an area with unlimited enemies, like during the big battle in Life.		
	Personal Decorator	70	Gold
	Earn all Decorations.		
	Decorations are earned by performing amazing feats, like finishing the Campaign on Realistic or earning all level Accolades. To see which Decorations need to be earned, check the cabinet in the safe house.		
	Doing Camo Right	10	Bronze
	In Campaign, unlock all camos for any weapon.		
	All camo skins are unlocked when you max out a weapon's level. Check your progress in the armory.		
	Maximum Firepower	10	Bronze
	Take control of an ASP.		
	There are many A.S.P. tanks in later game levels. The first one appears on Hypocenter. Hack any of them with Remote Hijack for the Achievement.		
	Crackshot	10	Bronze
	In Campaign, kill 5 enemies from over 100m away.		
	This is best done with any Sniper Rifle. A good spot to get the five kills is at the beginning of Hypocenter.		
	Can't Hide	10	Bronze
	In Campaign, kill an enemy through a wall or obstruction.		
	This will likely be the first Achievement you earn in the game. Shoot any enemy through a wall or cover (almost all weapons can penetrate normal cover).		
	Biff! Bap! KaPow!	10	Bronze
	Kill three enemies in a melee combo.		
	The best place to try this is the last section of New World. There are several robots that you can practice the melee combo on.		
	Inertial Distance	10	Bronze
	In Campaign, wall run over 250 meters.		
	Easier said than done! You must sieze every opportunity to Wall Run toward this accomplishment. If you don't get it by the end of the Campaign, try going back and replaying level 2. There's a lot of wall space in both the running and initial terrorist base segments.		
	For real this time	10	Bronze
	Earn a Gold Rating in the training simulator.		
	Check the intro to the training simulator for the gold score requirement. Hit the score before you go down to earn the reward.		
	Foe To Friend	10	Bronze
	Use an enemy combat robot to kill 10 enemies.		
	Use the DNI skill Protocol Override to take over a robot. It's difficult to keep a robot alive long enough to kill 10 enemies, so you must get in front of the robot to ensure it doesn't take any damage. Best attempted on Recruit difficulty.		
	Throwing Flak	10	Bronze
	Kill 3 Talons with a single mid-air grenade detonation.		
	This is very tricky as you must perfectly time the grenade explosion. Talons do tend to attack in threes throughout the Campaign. An excellent place to try this is when detonating the street on the level Rise and Fall.		
	Unlocked Potential	10	Bronze
	Fully upgrade a Cybernetics Core.		
	To earn this, you must unlock and upgrade every single DNI skill in one of the Cybernetics Cores.		
	Lock, Stock, And Then Some	10	Bronze
	In Campaign, unlock all attachments for any weapon.		
	Each weapon has a set of attachments that unlocks as you level up the weapon. To see the requirements for each attachment, examine the weapon in the Armory while visiting the safe house.		
	In Their Sleep	10	Bronze
	In Campaign, kill 5 stunned enemies in under 3 seconds.		
	There are several different ways you can stun enemies. The easiest is to Emp Grenade a group of five or more robots, and then kill them with a grenade or rocket.		

Zombies

These achievements are all earned in Zombies mode.

Icon	Achievement Title	Gamerscore	PSN Trophy
	The Beginning of the End	50	Silver
	In Shadows of Evil, complete all Rituals.		
	From the Shadows	20	Bronze
	In Shadows of Evil, spot the Shadowman five times in one game.		
	Not out of Gobblegum!	20	Bronze
	In Shadows of Evil, purchase and chew every type of GobbleGum in your Pack.		
	Sorry, we're DEAD	20	Bronze
	In Shadows of Evil, kill 10 zombies that are inside of a store in one game.		
	Strike!	20	Bronze
	In Shadows of Evil, use the rocket shield attack to kill at least 10 zombies in one burst.		
	Beat CoP	20	Bronze
	In Shadows of Evil, summon the Civil Protector in every district in a single game.		
	The Spider and the Fly	20	Bronze
	In Shadows of Evil, kill 10 zombies ensnared by a Widow's Wine grenade.		
	Margwa Party	20	Bronze
	In Shadows of Evil, kill 2 Margwas in a single round.		
	Parasite-Seeing	20	Bronze
	In Shadows of Evil, kill 5 Parasites while riding on the train.		

Multiplayer

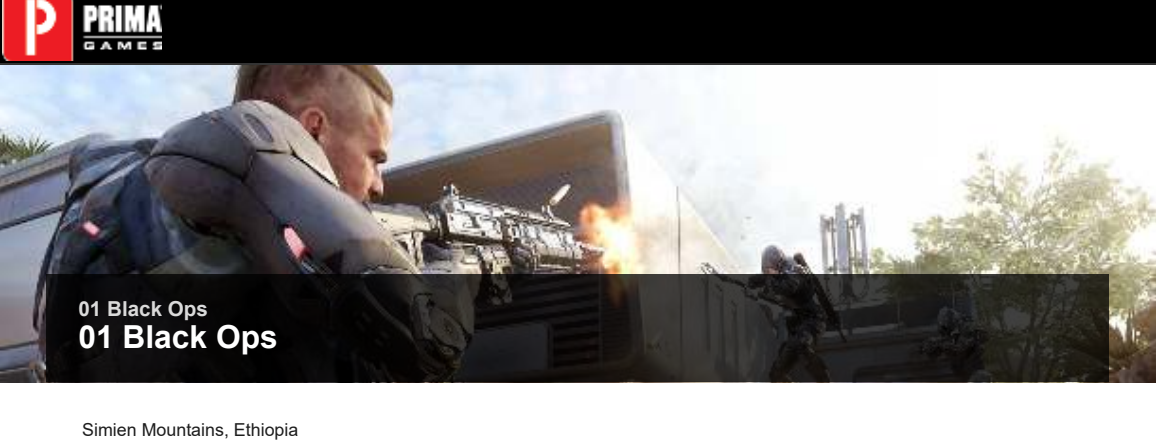
These achievements are earned in multiplayer.

Icon	Achievement Title	Gamerscore	PSN Trophy
	Welcome to the Club	20	Bronze
	Reach Sergeant (Level 10) in Multiplayer by playing in Public Match and/or Arena.		
	Simple enough: get online, get your feet wet, and gain some experience. Unlocked when you reach level 10 on your profile.		
	Battle Tested	20	Bronze
	Reach Arena Rank 5.		
	This requires a bit of effort. Arena is the competitive ranked playlist. Bring some skilled friends and try your luck in the Arena!		
	Tactical Specialist	20	Bronze
	Get 10 Medals based on Specialist Abilities.		
	Nothing tricky here, just choose your favorite Specialist and remember to use their powers as often as possible to earn those medals.		
	Deadly Specialist	20	Bronze
	Get 10 Specialist-based multi-kill medals from any Specialist Weapons.		
	This requires using offensive powers, so break out the Scythe or War Machine and drop some pain on your enemies. Objective modes that cluster players in an area are particularly well-suited for scoring multi-kills.		
	The Full Story	20	Bronze
	Unlock the full back story for a Specialist.		
	See the MP Specialists section of our guide for details.		

Ultra Secret Achievements

These achievements are so secret; we can't tell you how to get them!

Icon	Achievement Title	Gamerscore	PSN Trophy
	Silverback In Black	10	Bronze
	Hack the Data Vault and brace yourself for Cyber's Avengening in Dead Ops Arcade 2.		
	Playing for Keeps	50	Bronze
	Help the Others.		



01 Black Ops

01 Black Ops

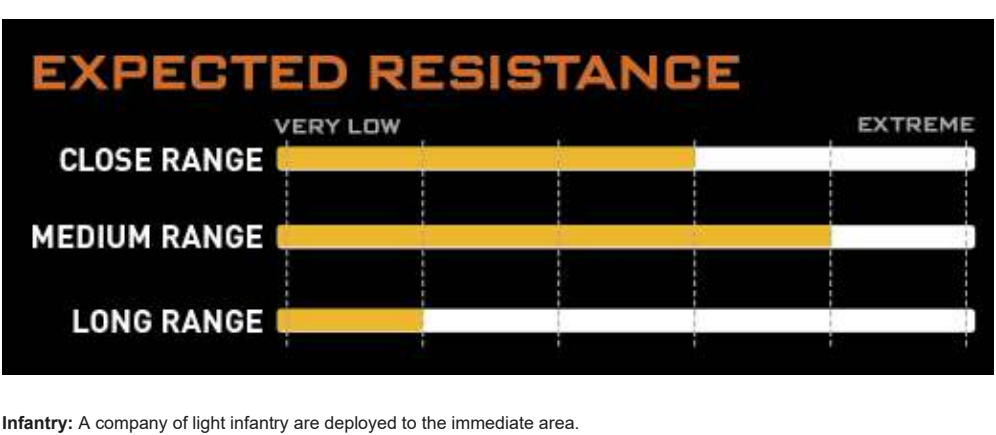
Simien Mountains, Ethiopia

Oct 27th, 2065

Mission Briefing: Alongside a team of Winslow Accord Cyber Soldiers, infiltrate the NRC airfield in Ethiopia and secure the captured Egyptian Minister for extraction.

Mission Objectives

- Ⓐ **Infiltrate the Security Station.**
- Ⓑ **Locate Minister Said.**
- Ⓒ **Go to the Interrogation Room.**
- Ⓓ **Go to the Holding Cell.**
- Ⓔ **Go to the Extraction Point.**
- Ⓕ **Go to the Comms Room.**
- Ⓖ **Go to the Secondary Extraction Point.**
- Ⓗ **Go to the Motor Pool.**
- Ⓘ **Cover the Extraction Point.**



Infantry: A company of light infantry are deployed to the immediate area.

Air Threat: An enemy VTOL squadron has flights within scramble range.

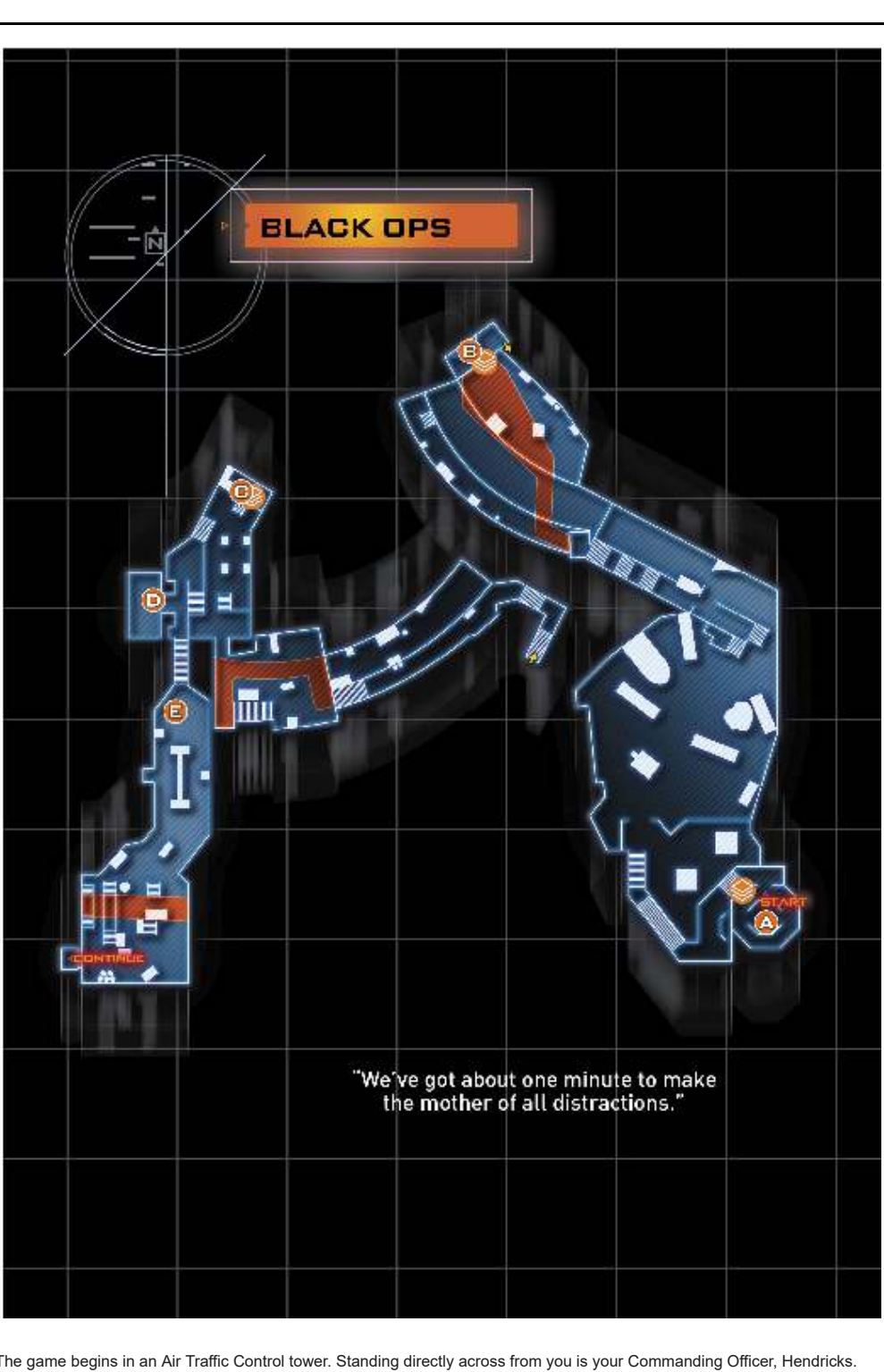
Reinforcements: A light mechanized enemy detachment may be within range to reinforce.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 10,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Quick on the Trigger	250 XP
Kill the three guards in interrogation room before Hendricks does.	
Turkey Shoot	250 XP
Kill the 4 guys in the elevator before they exit.	
Overburdened	250 XP
Crush an enemy to death.	
Wildfire	500 XP
Set 9 enemies on fire within 7 seconds.	
Force Multiplier	500 XP
Kill 5 robots with one explosion.	
Clear Skies	500 XP
Shoot down all of the VTOLs	
Trail of Destruction	1000 XP
Destroy 12 ground vehicles.	
Whites of Their Eyes	Fabrication Kit
Defend the escape pod with only a pistol.	
The Unseen Blade	250 XP
Complete the dark battle using melee only.	
Master of Shadows	250 XP
Complete the dark battle without taking damage.	
Toasty!	500 XP
Kill 4 enemies while they are swarmed by Fireflies.	
Truck Stopper	1000 XP
Destroy the 2 Technicals guarding the bridge.	
Phoenix's Nest	500 XP
Destroy a VTOL with a grenade.	

ACHIEVEMENT **Understanding Madness**

To earn this, you must complete Disavowed on Hardened or higher difficulty.



"We've got about one minute to make the mother of all distractions."

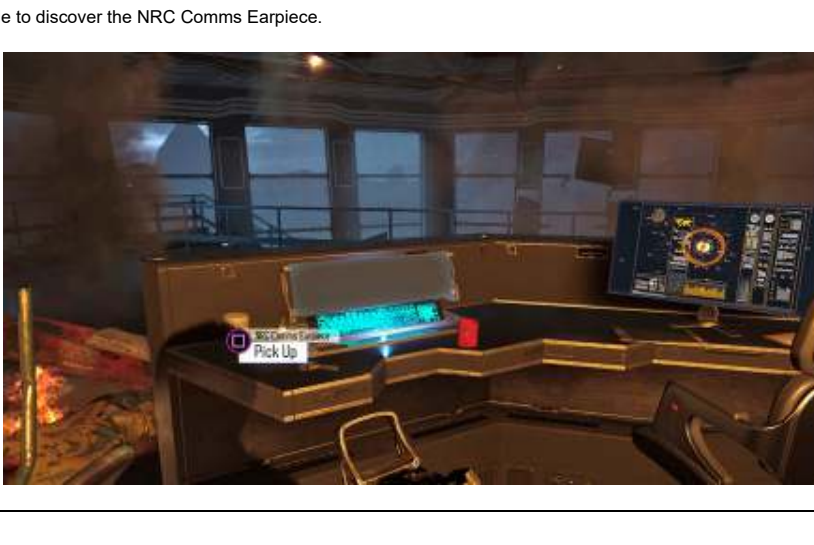
The game begins in an Air Traffic Control tower. Standing directly across from you is your Commanding Officer, Hendricks. The op is to crash the incoming carrier plane to create a distraction, enabling access to the NRC base.

Ⓐ Infiltrate the Security Station

Follow Hendricks down the stairs. Crouch under the hanging Landing Gear from the crashed plane to proceed. The two of you are dressed in enemy uniforms, so you won't need to directly engage the enemy quite yet.

COLLECTIBLE **NRC Comms Earpiece**

After crouching under the plane wreckage, look for a reception desk on the second floor of the building. Walk around to the other side to discover the NRC Comms Earpiece.



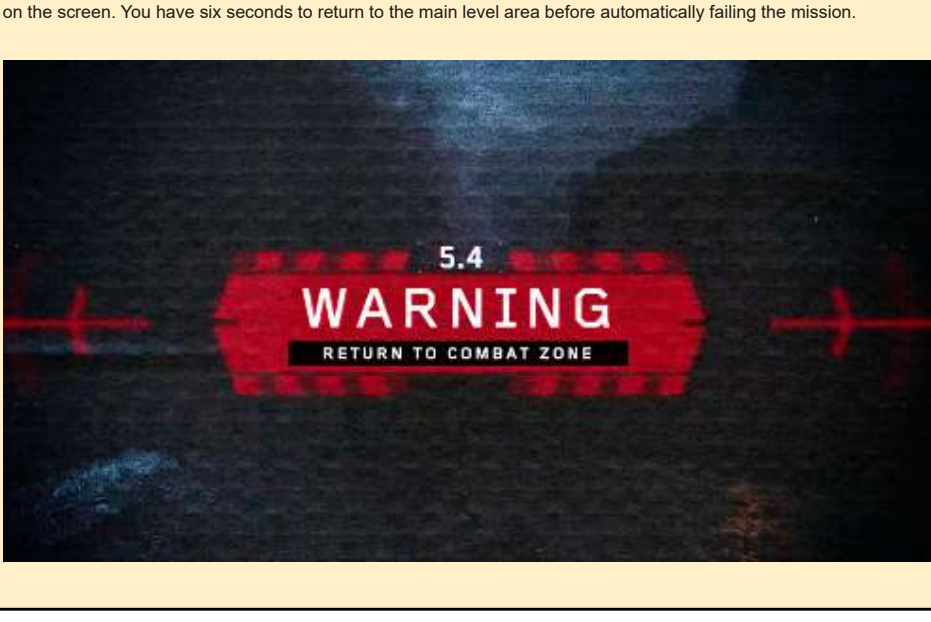
Organic

If this is the first time you're playing through this level, you won't have access to all the cool DNI/cyborg stuff we talked about in the game basics boot camp. On subsequent replays, you and your team will gain access to the extra features.

On the bottom floor, look for a large door leading out to the airstrip. Wait for your team to open the doors. Step outside and ignore the soldiers around you; they won't suspect you.

Boundaries

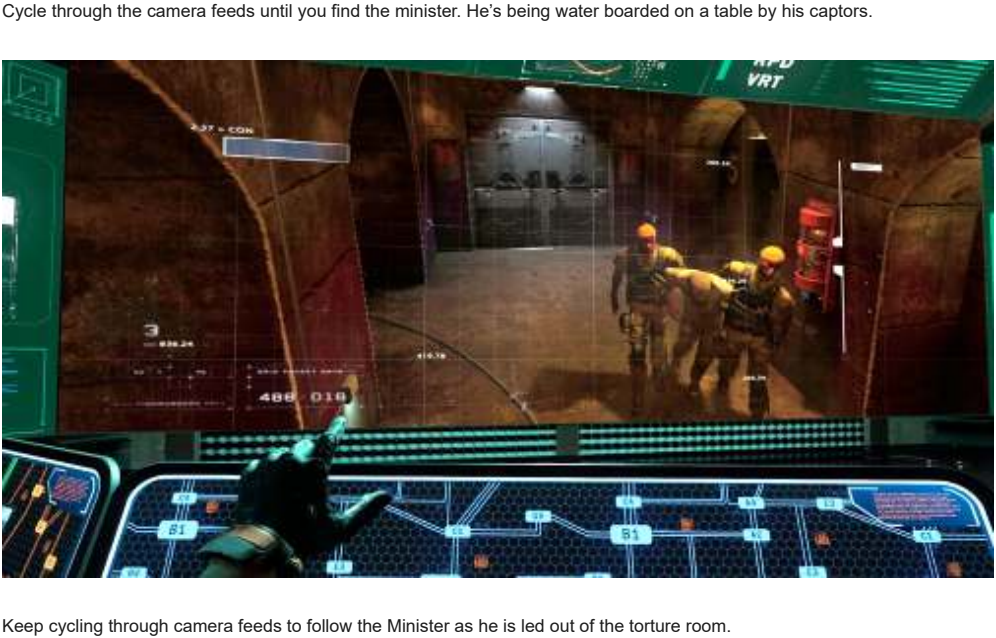
Outside, you can ignore your objective and proceed the wrong way down the airfield. Doing this triggers a warning flash on the screen. You have six seconds to return to the main level area before automatically failing the mission.



Follow Hendricks across the airfield to the security station. He stealth kills the guard; your way inside is open. Approach the giant console and hit the Interact button to activate Camera Control.

Ⓑ Locate Minister Said

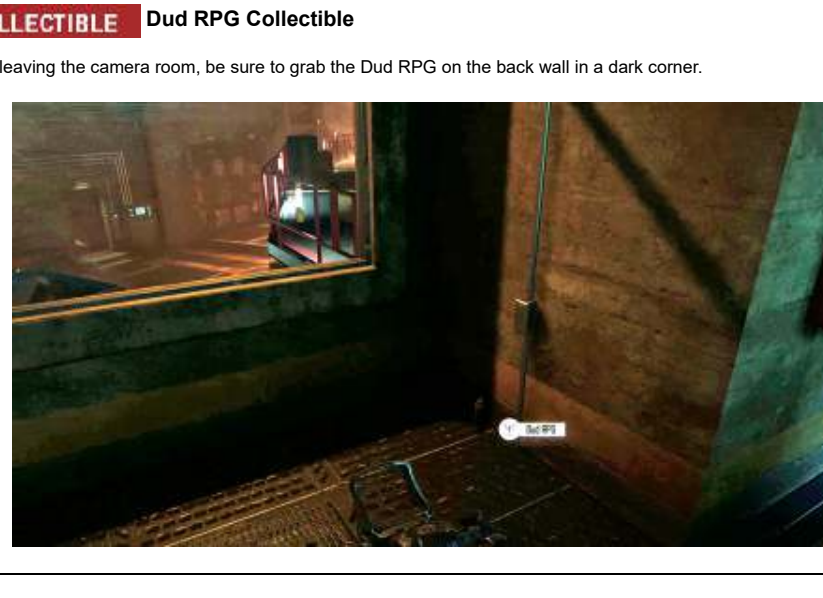
Cycle through the camera feeds until you find the minister. He's being water boarded on a table by his captors.



Keep cycling through camera feeds to follow the Minister as he is led out of the torture room.

COLLECTIBLE **Dud RPG Collectible**

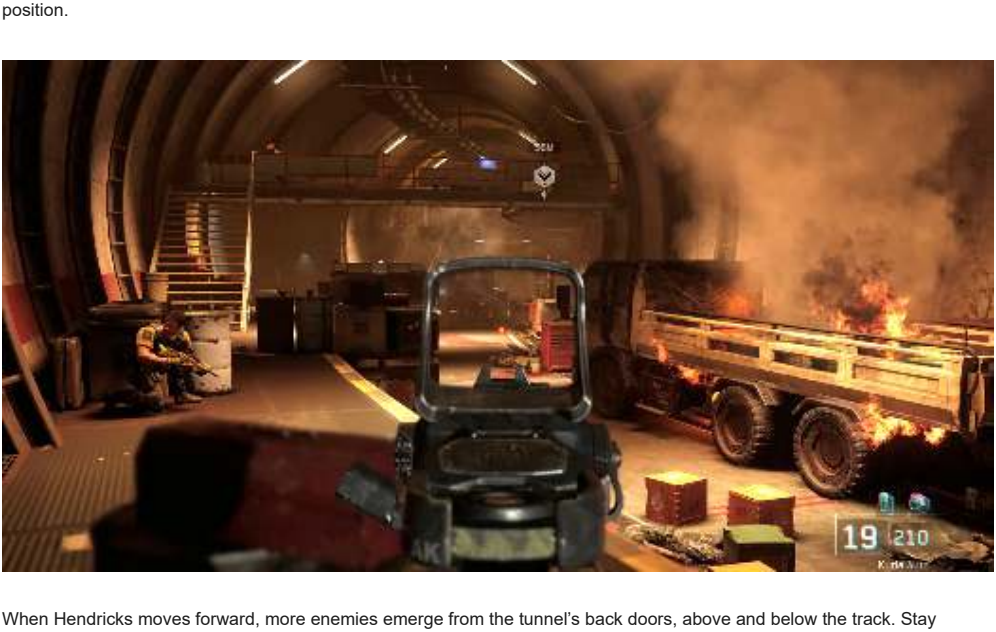
Before leaving the camera room, be sure to grab the Dud RPG on the back wall in a dark corner.



Ⓒ Go to the Interrogation Room

You are now weapons free to engage the enemy and secure your target: Minister Said. Two armored enemies are waiting for you at the bottom of the stairs. Proceed with caution and pick them off. This leads to the large indoor tunnel area.

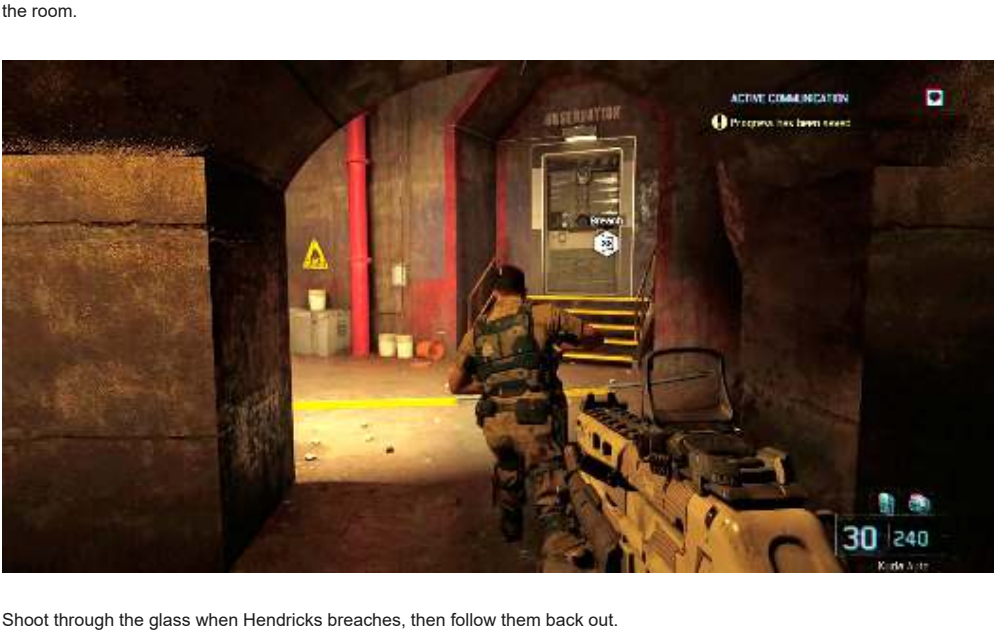
There are enemies all over the place in here. Stay back behind cover and pick them off as they advance or fire on your position.



When Hendricks moves forward, more enemies emerge from the tunnel's back doors, above and below the track. Stay behind cover and kill the new arrivals from afar.

Watch out for a second group of reinforcements as you advance. You can shoot the explosive barrels in the area to take out enemies crouching behind cover.

The Interrogation Room is on the other side of the tunnels. Move up on the right door and interact with it to begin a breach of the room.



Shoot through the glass when Hendricks breaches, then follow them back out.

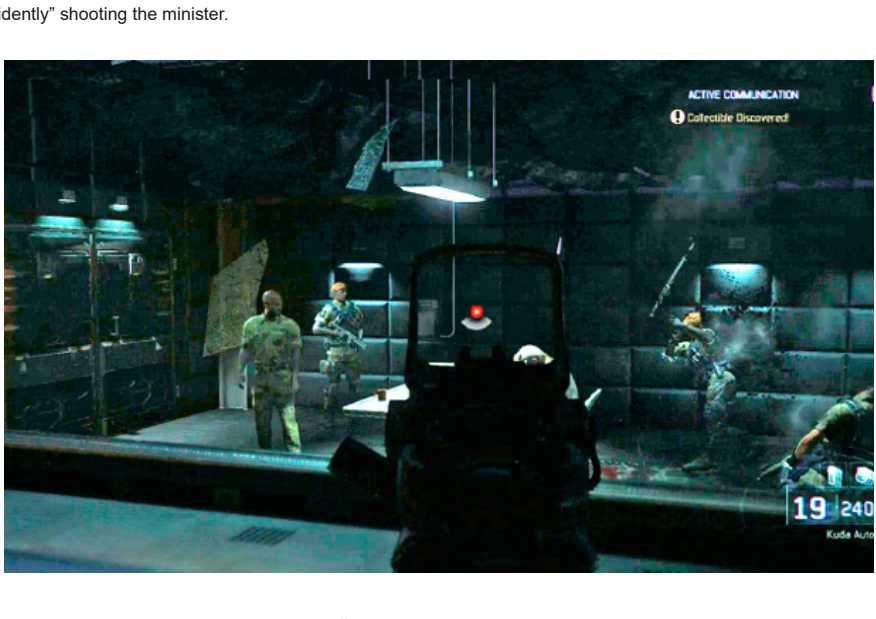
Wildfire

The best place to earn this Accolade is the first area where you engage enemies. When Hendricks sets the enemy on the truck on fire, look up on the catwalk and light the enemies on top up by hitting the explosive container. When those foes are in flames, move up the catwalk and begin firing at the several barrels in the area to light more enemies on fire.

Ignite nine enemies in seven seconds to unlock this Accolade.

Quick on the Trigger

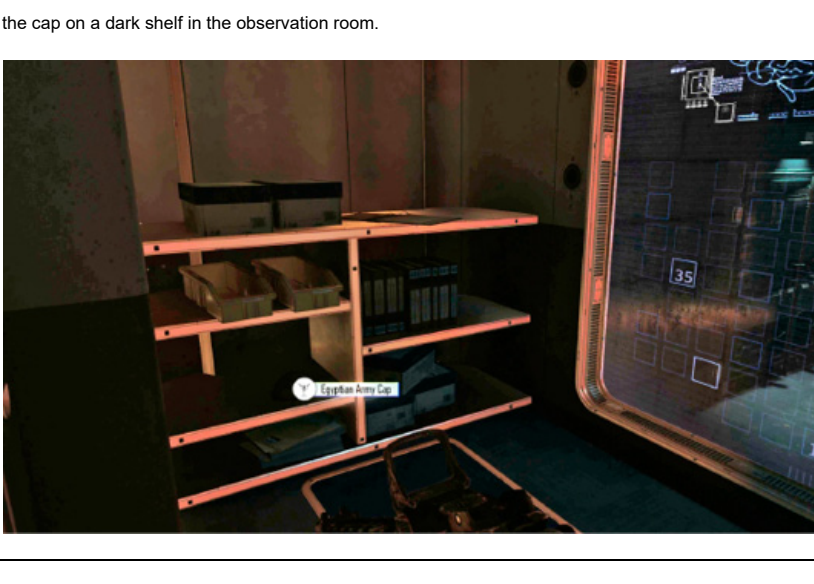
This is your opportunity to earn the Quick on the Trigger accolade. Crouch down so that you're in-line with the two rear guards. As soon as you have weapons free, kill the rear guards, then quickly turn your attack to the guard on the left. You must eliminate them all in seconds to earn the accolade. If you fail, you can quickly retry this Accolade by "accidently" shooting the minister.



This is a good Accolade to attempt on harder difficulty levels since there's no added bodily risk.

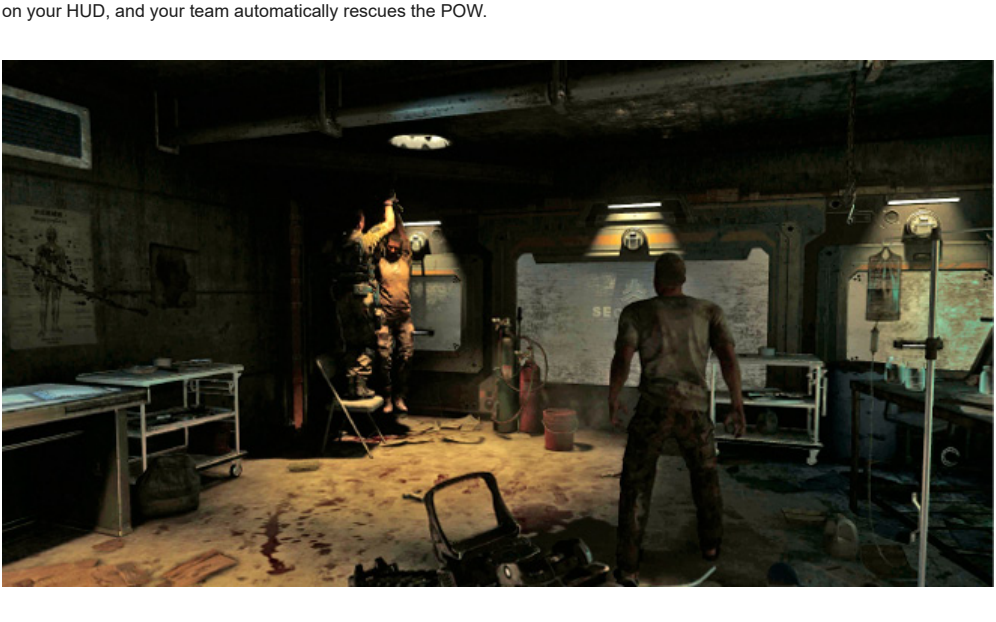
COLLECTIBLE **Egyptian Army Cap Collectible**

Look for the cap on a dark shelf in the observation room.



Ⓓ Go to the Holding Cell

The minister insists you save a hero of the rebellion: Lieutenant Khalil. Luckily, he's being held nearby. Open the cell marked on your HUD, and your team automatically rescues the POW.



Ⓔ Go to the Extraction Point

Don't follow Hendricks and Khalil through the door. Instead, go prone at the top of the stairs and pick off enemies from the relatively safe perch.

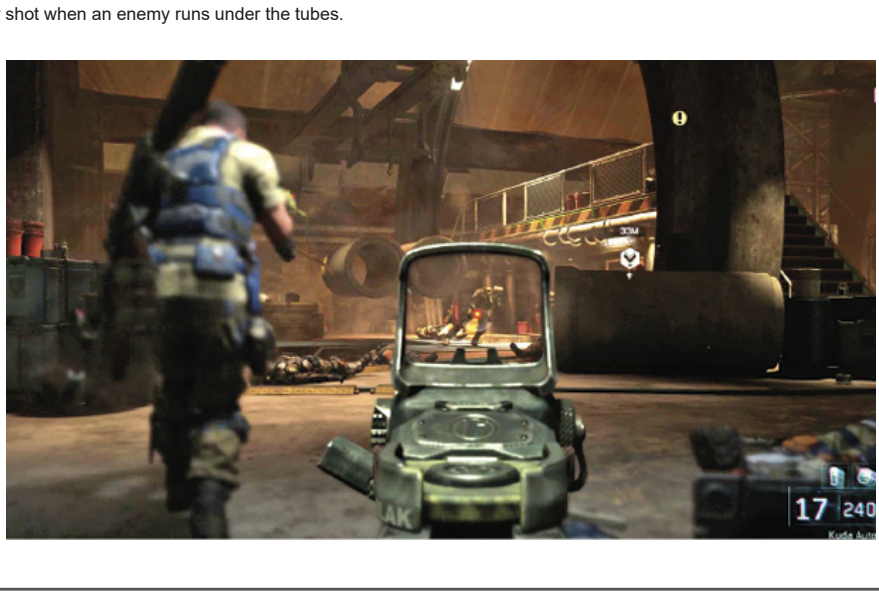
The next room is full of soldiers—some on the lower floor and others on the overhead catwalk. Focus on the LMG-equipped enemy operatives on the floor; they are the biggest threat. Khalil immediately starts earning his keep by pushing ahead and killing reinforcements as they arrive.

Once the gunfire has died down, it's safe to descend the steps. Proceed past the computer consoles and find cover behind the stacked black barrels. Use this spot to pick off enemies in the next cave room.

After clearing the first set of enemies, watch out for reinforcements, including a charging armored soldier with a shotgun.

Overburdened

This is a tricky Accolade to earn. It requires good timing and strategy. When you approach to the front door of the cave, a crane holding up two large concrete tunnel pieces moves overhead. When the crane moves to the second positon, you can shoot at the tube pieces to knock them down and crush an enemy below. To do this, you must perfectly time your shot when an enemy runs under the tubes.



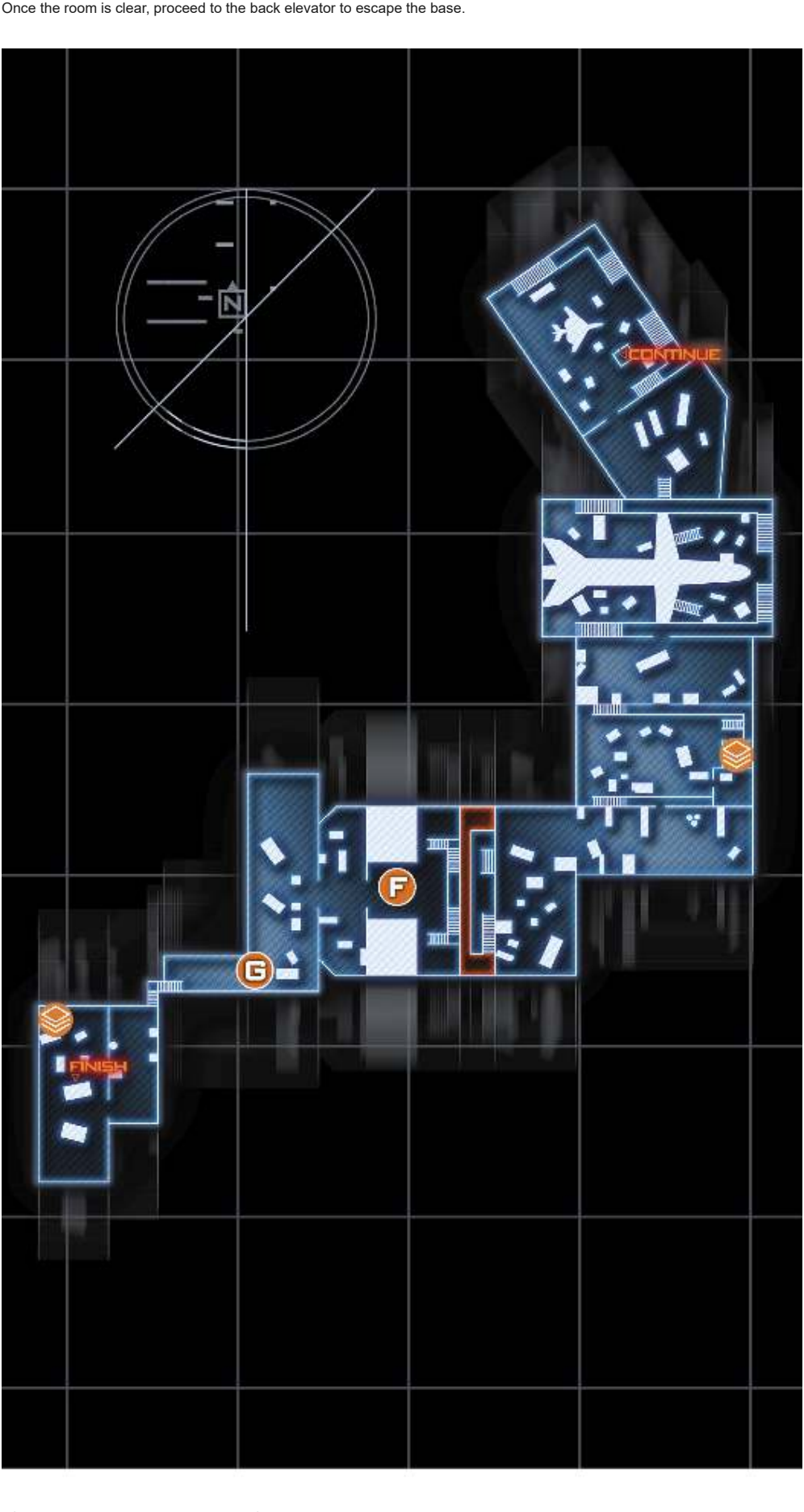
Even after the gunfire has stopped, there may be some more enemies hiding behind pallets in the next room. Proceed with caution. When the room is clear, the cargo elevator at the back of the room opens up. Unfortunately, this releases a second wave of reinforcements. To play it safe, retreat to the previous room, and pick them off from the doorway arches.

Turkey Shoot

There are four soldiers in the elevator that opens at the end of the room. Sprint to the back of the room, then aim at the elevator door and be ready before it opens. Kill the four enemies inside for this Accolade. You can also watch for the elevator as it lowers when you're on the right side of the room. You can shoot the four enemies in the elevator before the doors even open!

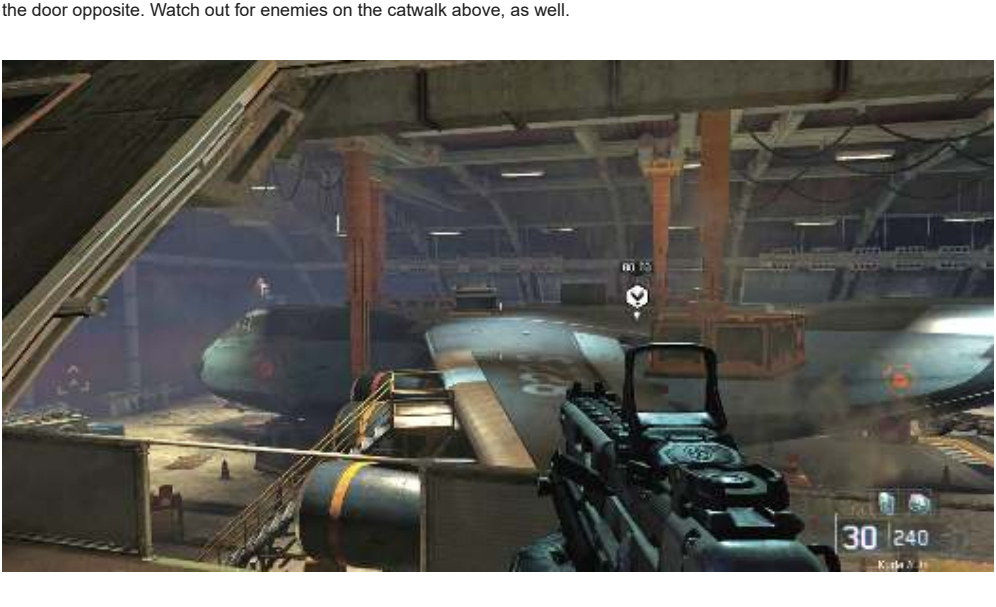
This is extremely tough on difficulty levels higher than Recruit. However, if you are replaying the level and have DNI powers, you can use one to down all the enemies before they can escape.

Once the room is clear, proceed to the back elevator to escape the base.



After a timely rescue by Taylor, it's time for your motley crew to make it to the extract. Taylor's team is using DNI enhancements, so this is a good preview of the offensive capabilities you'll soon have access to.

Follow Hendricks up the side of the Hangar, and carefully shoot down on the enemies defending from inside. The room has a bunch of enemies; you can go low and crawl across the wing to Diaz. Shoot down off the side of the plane, clearing a path to the door opposite. Watch out for enemies on the catwalk above, as well.



Toasty!

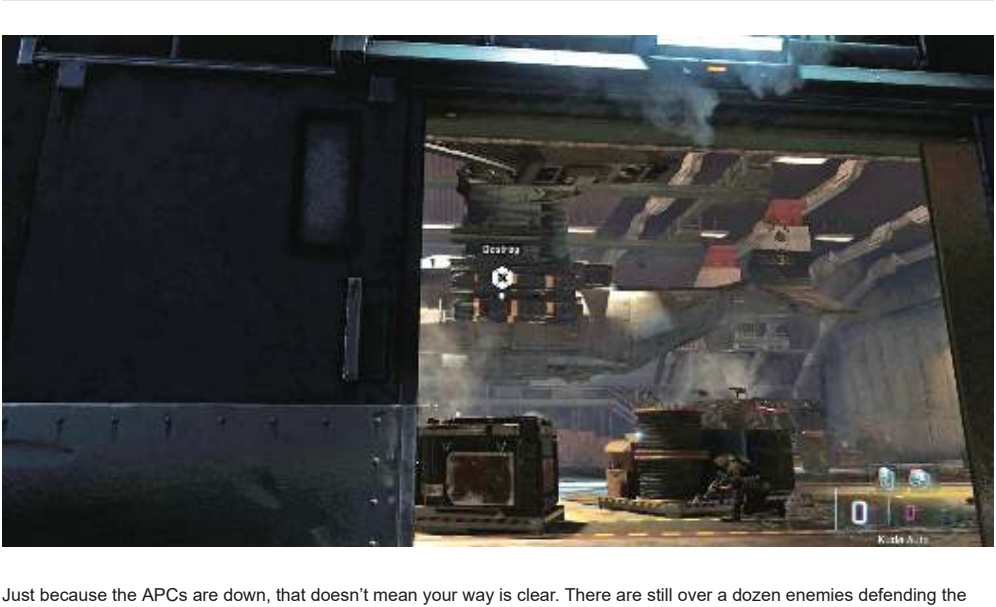
For this Accolade, you must kill four enemies swarmed by Fireflies, which are deployed by Diaz when he's on the back of the airplane. Watch the enemies he attacks with the Fireflies; kill them while they are swarmed.

Once the left side of the plane is clear, proceed through the door. Take cover behind the cargo boxes. There are two APCs firing MGs on your position inside the next hangar. Wait for Hendricks to direct you to fire on the missiles on the side of the enemy bomber.

To get a safe shot on the missiles, crouch or prone up to the double set of crates to the left of Hendricks. You can look over the crates and fire on the missiles above you.

Phoenix Stopper

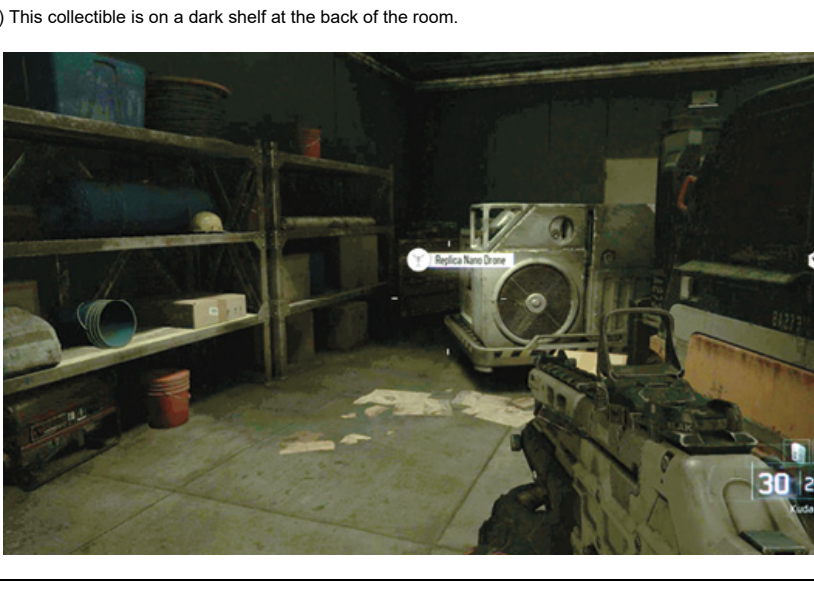
To score this Accolade, instead of shooting the VTOL's missiles, cook a grenade and toss it.



Just because the APCs are down, that doesn't mean your way is clear. There are still over a dozen enemies defending the opposite side of the hangar. The safest approach is to creep around the right side of the hangar, using the crates there for cover. If you take a few shots, immediately go prone behind the cover and wait for your health to recover.

COLLECTIBLE **Replica Nano Drone**

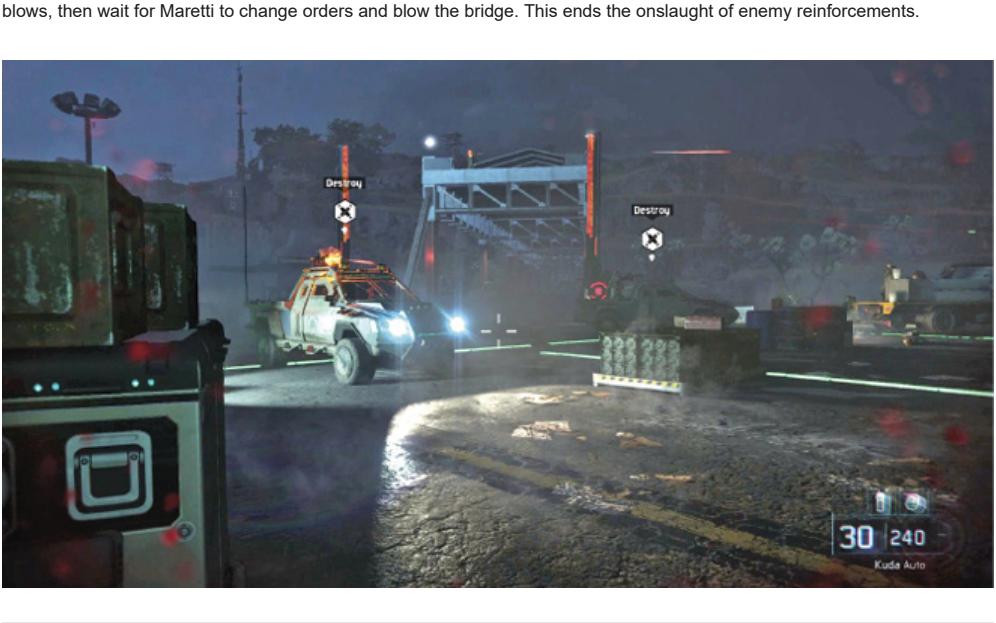
After you've cleared out the VTOL hangar, look for a work room on the lower floor. (It's to the left from where you first entered.) This collectible is on a dark shelf at the back of the room.



Diaz and Hendricks help you clear the remaining opposition. When things are quiet, approach the door marked on your HUD.

Hall arrives just in time to take out the enemies waiting outside the hangar. Proceed back out to the landing strip, and you can see your exfil position across the bridge. Unfortunately, the enemy is making a final push against your extraction. You will need to stay behind cover and try to spot enemies in the dark as they fire and advance on your position.

Advancing at this point is extremely dangerous on Veteran difficulty. Instead of moving forward, hang back behind the large group of crates and provide cover for your team, letting them lead the charge. Eventually, an APC arrives. Fire on it until it blows, then wait for Maretti to change orders and blow the bridge. This ends the onslaught of enemy reinforcements.



Truck Stopper

Two "Technicals" (enemy machine gun trucks) arrive near the bridge shortly after the start of this battle. Get close enough to toss a grenade and destroy both the trucks. You need to beat your team to destroying the trucks, which can be tricky. Rush the back as soon as you have an opening.

Ⓕ Go to the Comms Room

With the primary exfil compromised, your team needs to move to the APC backup extract. Follow your team inside the Comms building.

The Unseen BladeMaster of Shadows

Both of these Accolades are earned in this dark battle. You must clear the room without taking damage and only use melee to kill enemies. Luckily, these two tasks go hand-in-hand. Sneak around in a crouch position and melee enemies when the NRC soldiers have their backs to you.

If you do get hit while trying to clear with melee, commit suicide by grenade before exiting the room. This allows you to try Master of Shadows again. Next time, stay at the top of the stairs behind cover and go for head shots while your team moves through and clears the room.

At the top of the stairs, the room goes dark and you get a tactical feed piped into your HUD. This highlights enemies in orange. With your enemy blind, you can carefully move through and pick them off as they stumble around like mole men.

The enemies are still armed with Assault Rifles, so they aren't helpless. Stay behind cover when you fire to ensure an enemy can't get a lucky shot on you. Once you've cleared the room, fight up the ramp to the building with the satellite dish.

Stay patient and behind cover. Pick off the enemies along the side of your target building. Some have rockets, so it's important to avoid getting too close—stay at the max range of your weapon and you should be safe to pick off enemies until the field is clear.

Ⓖ Go to Secondary Extraction Point

After jumping over the wall, you hear stomping coming from the red mist at the end of the alleyway. Stay behind cover and wait for the hangar doors on the right to open up. When they do, sprint inside. Don't try to engage the robots—it's certain death.

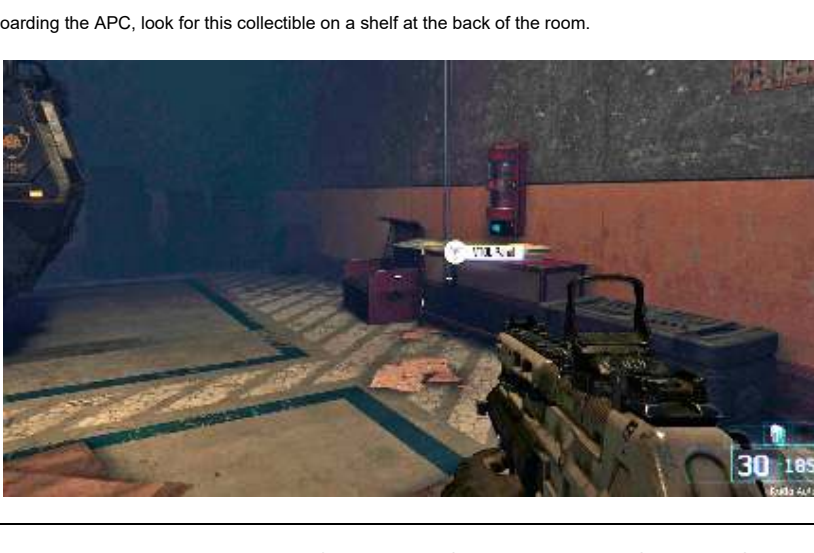
Force Multiplier

To score this one, you must wait until the second large wave of Robots approaches. Toss grenades into the middle of the crowd. With a little bit of luck, you'll get this Accolade before you're overwhelmed.

Ⓗ Go to the motor pool

COLLECTIBLE **VTOL Panel**

Before boarding the APC, look for this collectible on a shelf at the back of the room.



Inside the hangar, your team mounts up on an APC. You are one of the vehicle's Machine Guns. The MG on this APC is extremely powerful, cutting through vehicles, robots, and soldiers alike.

As the APC exits the building, keep fire on the road directly ahead, unleashing mayhem on all enemy mechanicals in your path.

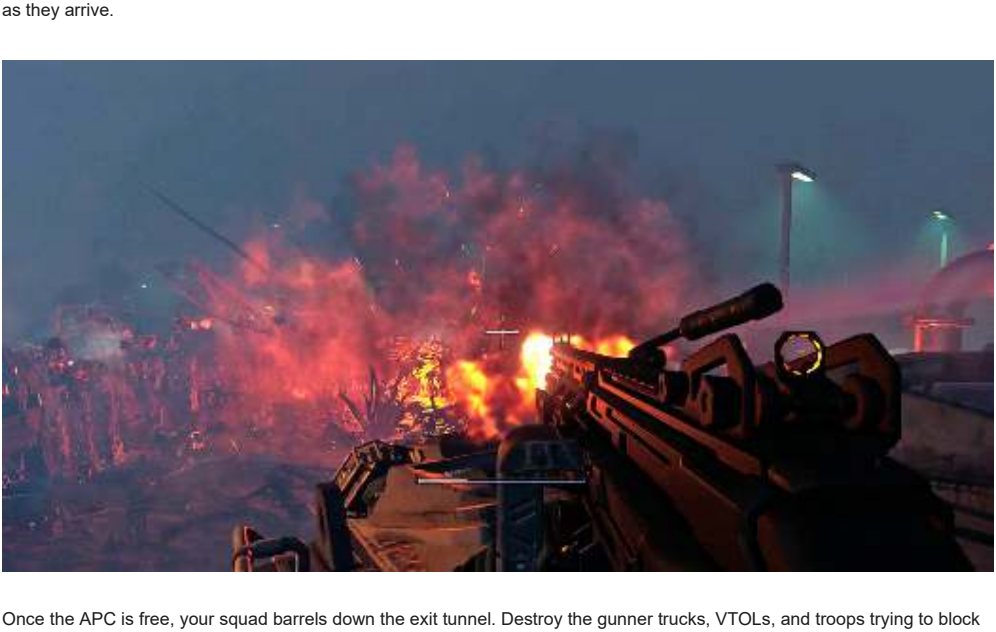
ACHIEVEMENT **Decimator**

When your APC is stuck it's a good opportunity to go for the Decimator achievement. Unleash hell on the advancing robots and kill 10 in fewer than three seconds to earn it.

Clear Skies/Trail of Destruction

To complete these two Accolades, you must demonstrate deadly precision by killing all of the gun trucks and VTOLs with your APC machine gun. There are four VTOLs to destroy; one of them is parked.

There's nothing you can do to prevent the APC from getting stuck. Just help your team survive by picking off the robot waves as they arrive.



Once the APC is free, your squad barrels down the exit tunnel. Destroy the gunner trucks, VTOLs, and troops trying to block your exit.

Ⓘ cover the extraction point

When you're ejected from the APC, sprint to cover in the rocky outcroppings. There's not much you can do but try to survive as the enemy converges on your point.

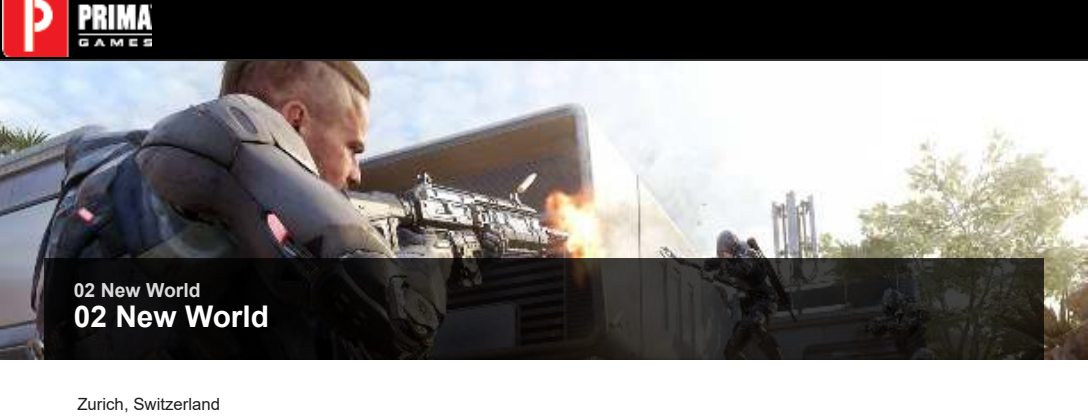
Keep to cover, but don't try to hide behind the extraction crate. If you do, an unseen enemy will blast your position with a rocket.

There's an ammo crate to the right of the area, which you can use to get more grenades if you use them up.

Whites of Their Eyes

To earn this Accolade, switch to your pistol as soon as you get thrown from the APC. You can still use grenades to defend your position, but you can only fire with the pistol.

You need to keep moving. Become a hard target for the incoming fire just long enough for the Black Ops team to secure the minister and evac.



02 New World

02 New World

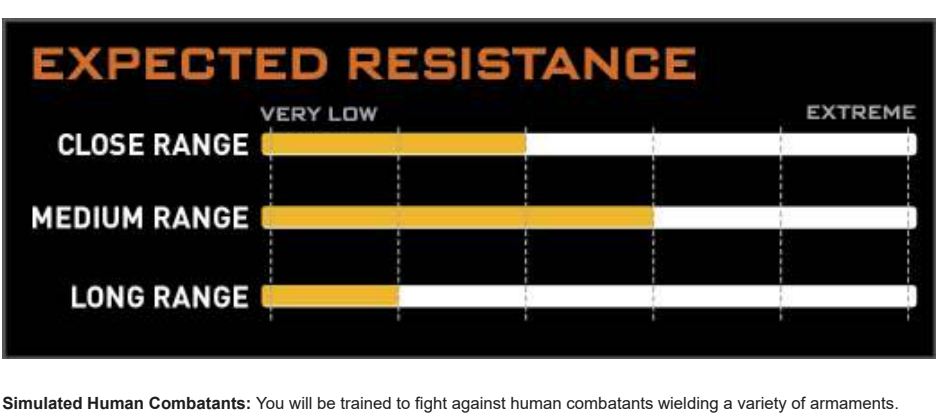
Zurich, Switzerland

Oct 29th, 2065

Mission Briefing: Undergo surgery, rehabilitation, and training for potential induction into the Winslow Accord Cyber Soldier program. Success not guaranteed.

Mission Objectives

- Ⓐ Go to Suspected Terrorist Hideout.
- Ⓑ Terminate the Terrorist Operation.
- Ⓒ Locate the Terrorists' Command Center.
- Ⓓ Pursue the Subject.
- Ⓔ Locate the Explosives.
- Ⓕ Hack the Maintenance Door.
- Ⓖ Hack the Water Plant Door.
- Ⓗ Locate the Explosives (Part 2).



Simulated Human Combatants: You will be trained to fight against human combatants wielding a variety of armaments.

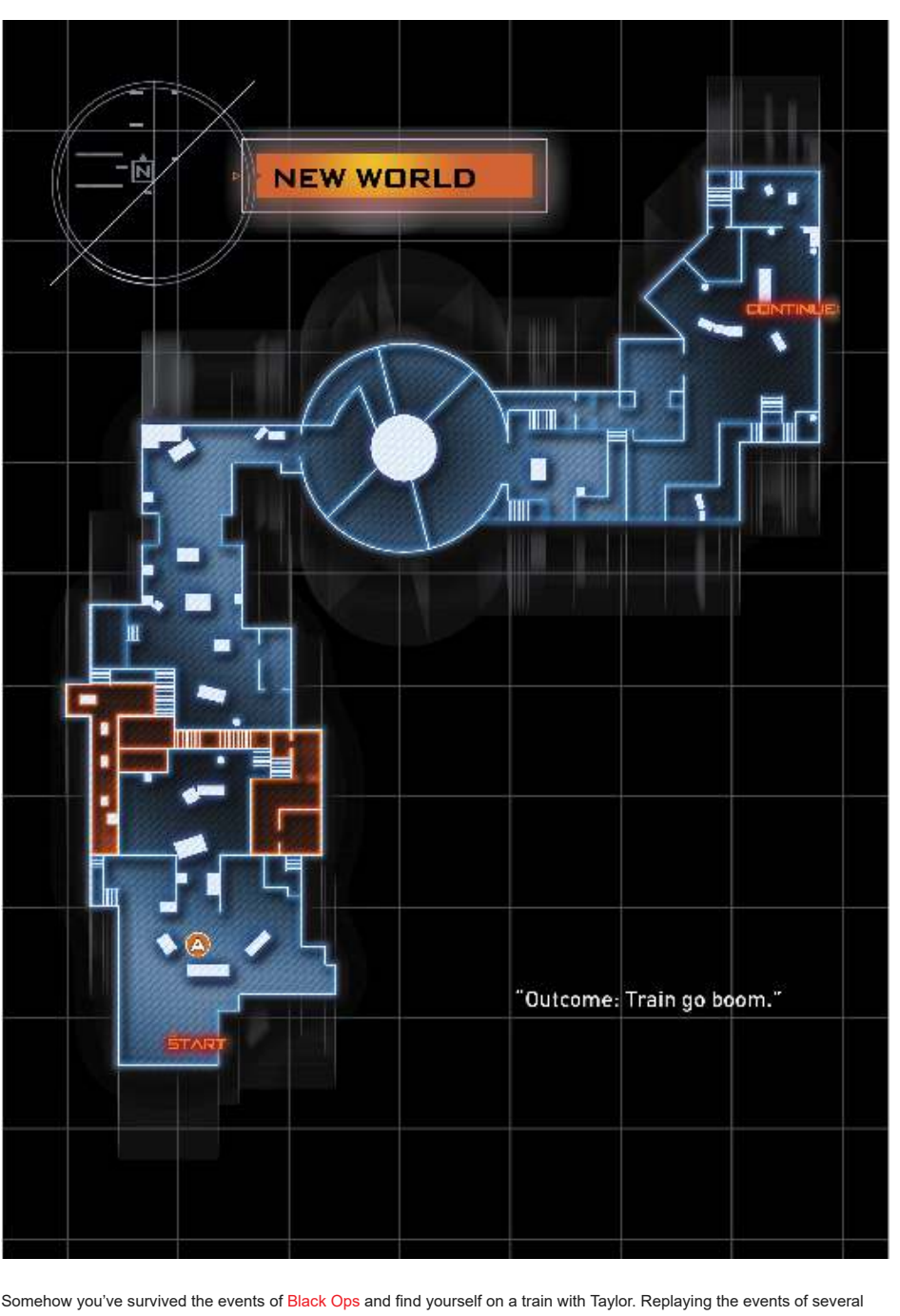
Simulated Robotic Combatants: Your training will include combat against a variety of robotic combat units.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 26,500 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Inferno	250 XP
Light 3 enemies on fire at once 3 times.	
Multi-Tasker	1000 XP
Kill 3 enemies during wall runs.	
Punch Through	500 XP
Kill 6 enemies through a wall or through cover.	
Fast Learner	1000 XP
Kill 5 robots in under 2 seconds using Cyber Combat abilities.	
Make 'Em Count	250 XP
Kill 3 enemies in one explosion 3 times.	
Here, You Dropped This	500 XP
Kill 3 enemies with a thrown back grenade.	
Spike-cicle	250 XP
Kill an enemy with an icicle.	
Caught 'em Sleeping	250 XP
Kill 6 robots while they are disabled by EMP grenades.	
Conservationist	500 XP
Complete The Chase without reloading.	
Discretion	500 XP
Complete The Chase without de-rezing any civilians.	
Turn the Guns on 'Em!	250 XP
Kill 6 enemies using a hijacked turret.	
Stopping Power	Fabrication Kit
Kill 8 robots with a shotgun without reloading.	
Parkour	250 XP
Run over a train while it is passing.	

ACHIEVEMENT **A Second Chance**

To earn this one, you must complete Demon Within on Hardened or higher difficulty.



Somehow you've survived the events of Black Ops and find yourself on a train with Taylor. Replaying the events of several terrorist attacks requires you to get acquainted with your newly-installed Direct Neural Interface (DNI) hardware.

Ⓐ Go to Suspected Terrorist Hideout

Diaz arrives to lead you on your short journey through history. When he gives you the "weapons hot" order, it's time to begin.

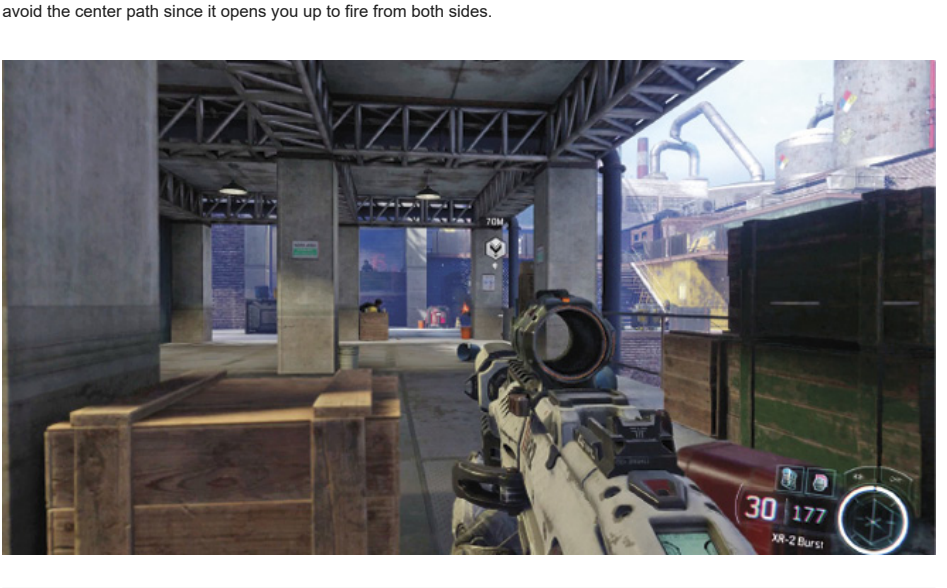
Punch Through

This is one of the easier Accolades to earn in the game. Simply shoot any enemies hiding behind cover throughout this level. Tally six to earn it.

Inferno

Keep your eye out for explosive containers in this first section of the level. Whenever you see enemies bunched around a container, blow it to light them on fire. Ignite three sets of enemies like this to earn the Accolade.

There are several paths through the first part of this abandoned mill. Enemies are hiding throughout the section's rooms and catwalks. Once you've cleared out the initial resistance, carefully move up either the left or right side of the area. You should avoid the center path since it opens you up to fire from both sides.



XR-2 Burst

You start this level with an unusual assault rifle, the XR-2 Burst. This weapon fires short three-round bursts. It's a great gun to demonstrate the improved accuracy you receive from firing full-auto rifles in short bursts.

In the next area, Diaz introduces you to the Wall Run technique. To Wall Run, simply jump toward a wall—if it's at the right angle, you'll automatically cling to the wall. Wall runs are useful for accessing hard-to-reach places, but generally are not required to progress in the game. (In fact, at a later point you can unequip wall runs in your loadout.)

Past the silo, there's another group of simulator terrorists waiting for your team. This is a good time to try out Tactical Mode for the first time. Toggle it on by hitting the appropriate button.

Tactical Mode identifies various hazards in your HUD. Snipers, Grenade Launching enemies, live grenades, and dangerous areas of the battlefield are all highlighted. For details on Tactical Mode and how to configure it, see our Gameplay Basics chapter.

The safest path through this section is up the stairs on the left. Clear the enemies in the open. Most importantly, take out the rocket launcher enemy on the back catwalk. Then, move slowly through the left interior building, killing enemies as they pop out.

Multi-Tasker

This is a great area to get the Multi-Tasker Accolade. You can earn an easy kill by running up the right stairs and wall running to the first enemy. Dispatch two more, and you get the Accolade. This tactic is not recommended on hard difficulties!

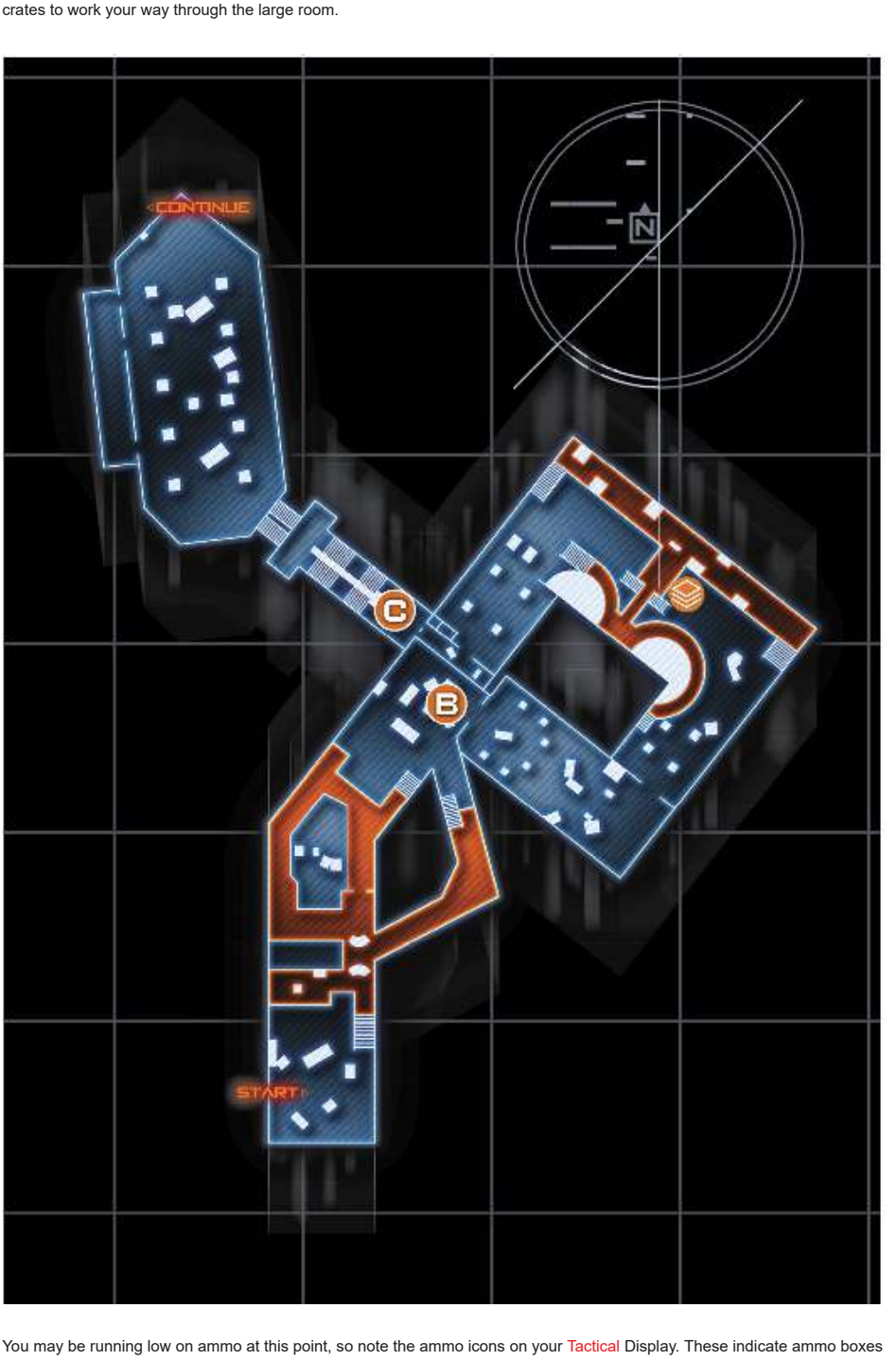
Make 'Em Count

You must eliminate three groups of enemies with a grenade three times. There are several areas of this part of the level where the opposition groups together. Try to keep an eye out for this and toss a grenade at them when it occurs.

When you reach the end of the left interior building, a large group of enemies arrives from the opposite tunnel. Toss a grenade down at them (you can get a point toward the "Make 'Em Count" Accolade), then crouch in the window and pick off the rest of the enemies from safety.

The biggest threat to your survival is the LMG enemy in the window opposite. Kill him before any other enemies.

With the outside area clear, it's time to move inside the warehouse. Your foes are plentiful, but luckily so is cover. Use the crates to work your way through the large room.



You may be running low on ammo at this point, so note the ammo icons on your Tactical Display. These indicate ammo boxes that not only restock your primary and secondary ammunition, but also your grenades. Ammo restocks are always available in the game, so pick one up whenever you're low.

Here, You Dropped This

The terrorists toss plenty of grenades in the warehouse interior. These are gifts toward earning this Accolade. Whenever you see a grenade drop (easy to spot by the red sphere cast on the ground in your Tactical View), rush over and toss it back over at the enemy. Tag three enemies in this way through the level to earn this bonus.

After the Warehouse is clear, it's time to learn how to hack drones. Follow the directions onscreen to hack one of the flying drones (they are more useful on this mission.)

Ⓑ Terminate the Terrorist Operation

To fly the Drone, use the on-screen buttons to move it up and down. Generally, it's a good idea to fly these drones high because it makes them much harder to hit, and it's easier to shoot downward.

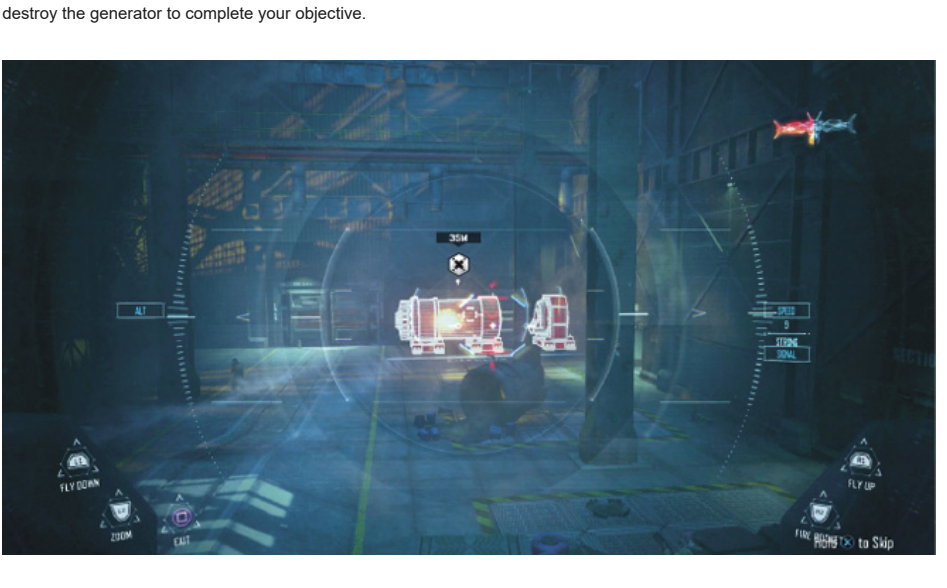
The soldiers in this area aren't particularly good at defending against the Talon, but both incoming small arms fire and rockets can take the drone out. Keep moving and use the vats for melted steel to burn and kill large groups of enemies as you move through the area.

Don't worry if your Drone is destroyed; you can use one of the other ones to continue. You can even try out one of the Cerberus mini-tanks.

ACHIEVEMENT **Enemy of my Enemy**

This is a good opportunity to both rack up a high score and get kills toward the Enemy of my Enemy achievement. Each kill you get with one of the drones in this section counts toward this.

When you reach the end, clear out as many enemies as you can for a higher score. When the room is quiet, target and destroy the generator to complete your objective.

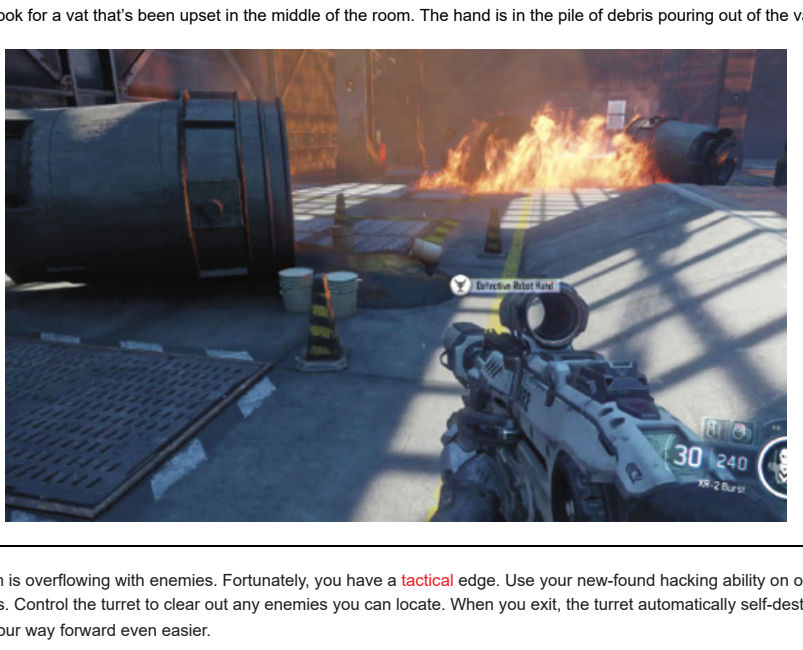


Ⓒ Locate the Terrorists' Command Center

Destroying the generator sets off an EMP, which disables all of the remaining Drones in the area. Follow Diaz through the giant doors. Recharge your ammo in the supply crate and continue after Diaz downstairs.

COLLECTIBLE **Defective Robot Hand**

This hand is very well hidden. After destroying the generator, enter the large room via the side door (instead of following Diaz). Look for a vat that's been upset in the middle of the room. The hand is in the pile of debris pouring out of the vat.

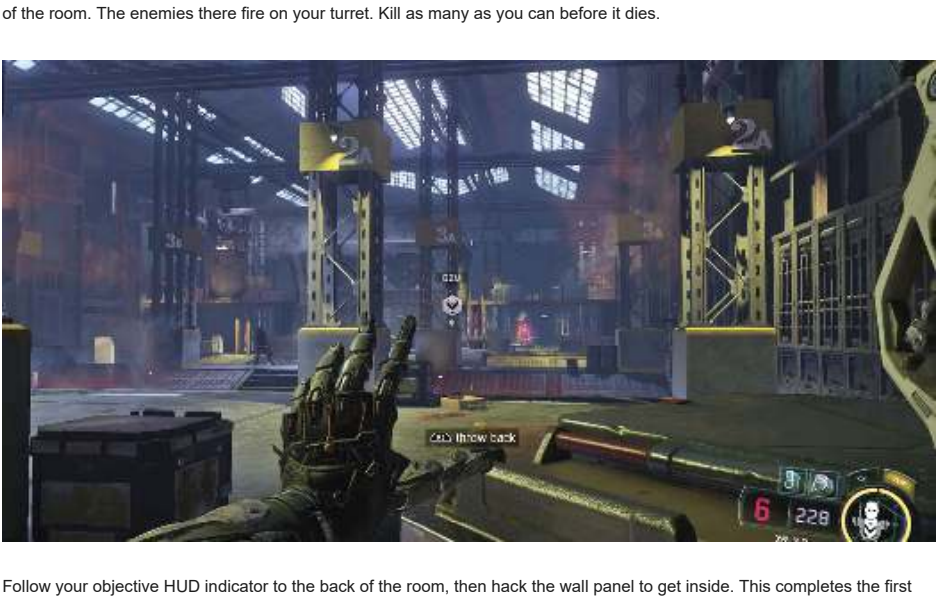


This room is overflowing with enemies. Fortunately, you have a tactical edge. Use your new-found hacking ability on one of the turrets. Control the turret to clear out any enemies you can locate. When you exit, the turret automatically self-destructs, making your way forward even easier.

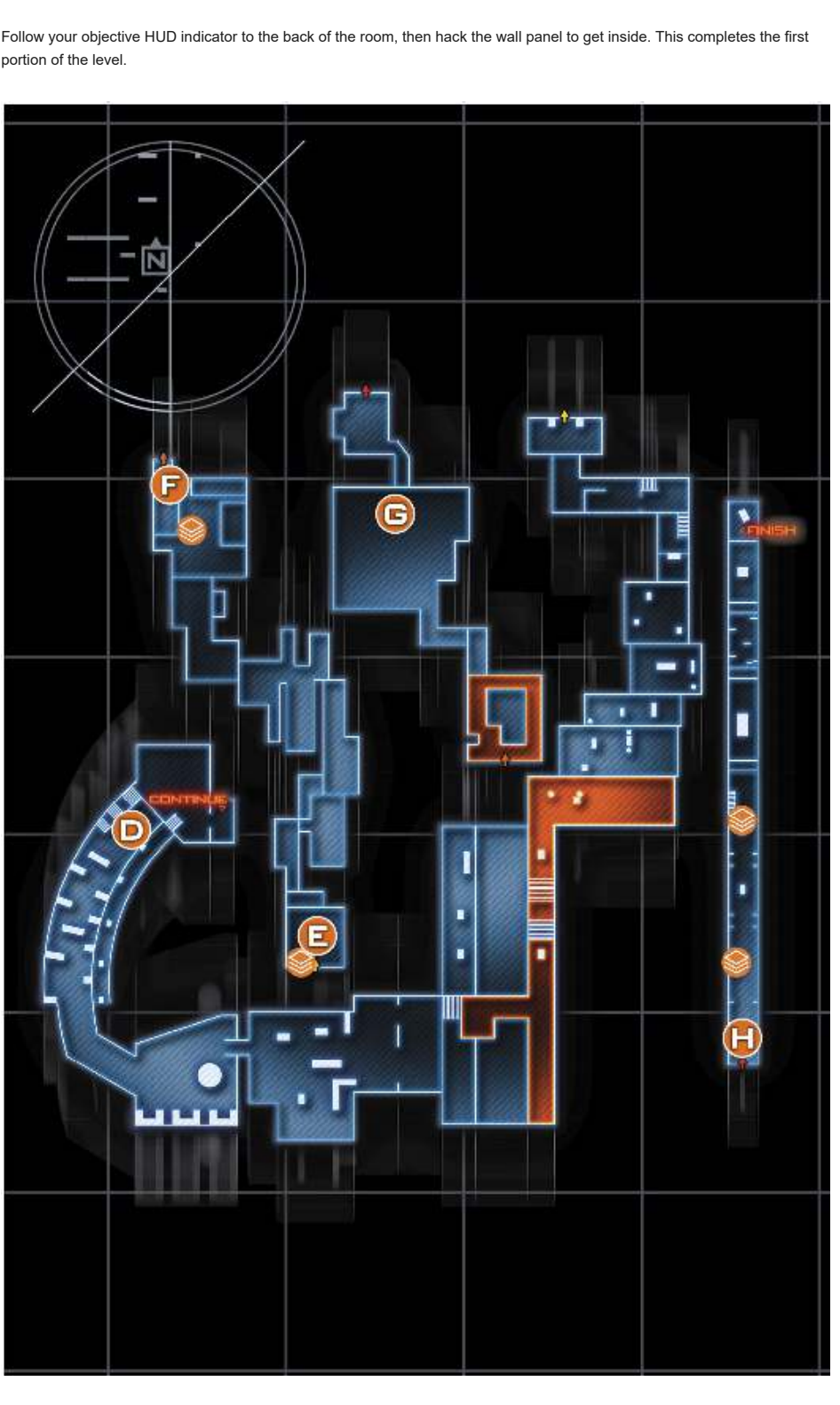
Turn the Guns on 'Em!

Kill six enemies with the turrets here to grab this Accolade on your way through.

After clearing the enemies in the area with the first set of turrets, wait for your DNI to recharge and hack the turret at the back of the room. The enemies there fire on your turret. Kill as many as you can before it dies.



Follow your objective HUD indicator to the back of the room, then hack the wall panel to get inside. This completes the first portion of the level.



Ⓓ Pursue the Subject

The chase is on for the suspect in the Zurich bombing. Note the on-screen indicator for your Sprint button. You'll be using this button a lot throughout this section of the level.

Conservationist/Discretion

This next section of the chapter is referred to as "The Chase" and it's where you'll want to try to get these two Accolades.

Conservationist requires that you never reload in this section, which is done by sticking to melee and sprinting a lot. This deviates quite a bit from our recommended play in the Veteran walkthrough.

Discretion requires you don't accidently kill any civilians. The same strategy of sticking to melee also helps for this Accolade, but avoiding the use of grenades and wild fire is also effective.

Sprint outside after Sarah Hall and get ready to engage with the robot enemies among the civilians in the next area. The robots are easy to take down with controlled fire or melee (watch the civvies!)

You Better Keep Up!

Throughout this section of the level, if you fall too far behind of your target, you have the potential to automatically fail the level. If the suspect does escape, you must restart from the last checkpoint.

Note the suspect's trail; use this to sprint after him across the mall.

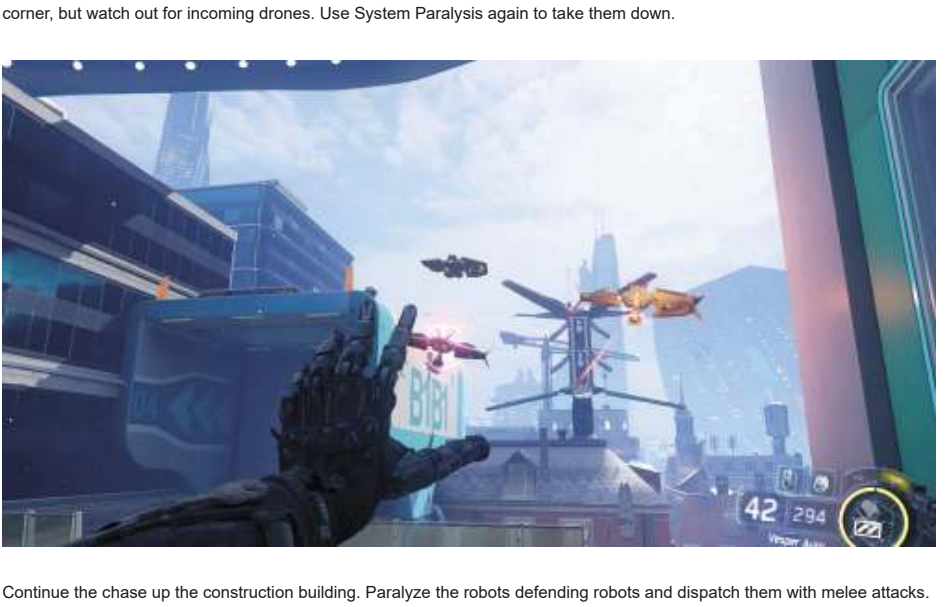
When you reach the subway entrance, Hall gives you a tip to use the billboard to jump the train. Use wall run to traverse the train tracks.

Parkour

To earn this Accolade, cross the billboard when the train is running underneath it.

Hall rejoins you in the chase as you exit the subway and activates a new DNI ability: System Paralysis. Continue out to the rooftops and paralyze the groups of drones flying above.

Keep your eye on the far rooftops and continue the chase. You can catch a glance at your target as you round the next corner, but watch out for incoming drones. Use System Paralysis again to take them down.



Continue the chase up the construction building. Paralyze the robots defending robots and dispatch them with melee attacks. At the end of the chase, jump on the suspect to complete this portion of the level.

Ⓔ Locate the Explosives

Fast-forwarding in time, you are now in another Zurich warehouse, a location tracked down by interfacing with the DNI of the suspect in the previous section.

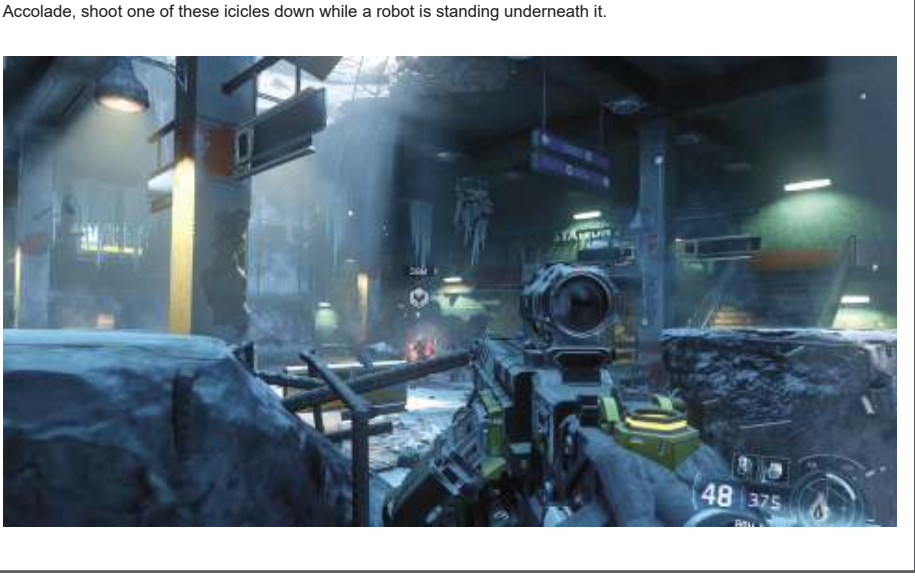
BRM Auto

On this section of the level, you are armed with a BRM Auto—an excellent Light Machine Gun (LMG). LMGs are notable for their high damage, excellent range, and huge clips. However, be wary of their lengthy reload times.

Here, you are working with Maretti against an army of robots. Luckily, you have access to a new DNI offensive ability: Immolation. Use it on a robot to cause a chain explosion of robotic destruction.

Spike-cicle

There are several gigantic icicles hanging from the rafters overhead in this first warehouse section. To earn the Accolade, shoot one of these icicles down while a robot is standing underneath it.

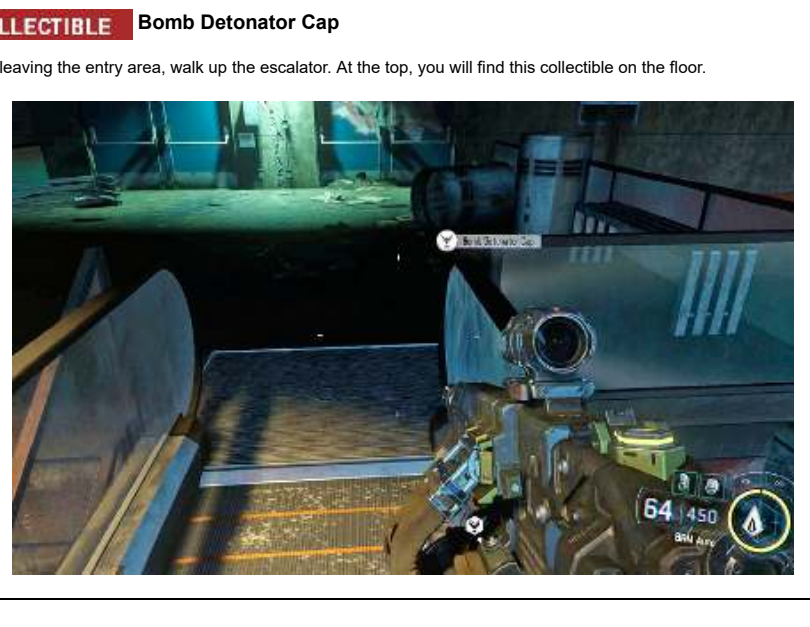


Stay behind cover, unleashing Immolation when recharged. While waiting for a recharge, fire at the robots' heads with your BRM Auto to disable them.

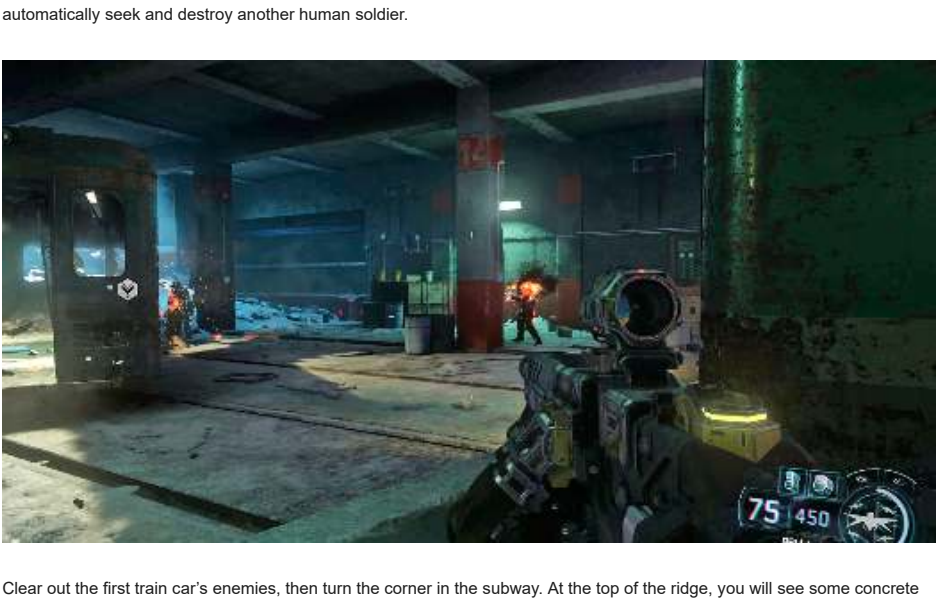
Robots can be just as fierce as regular enemies, so use the concrete barriers for cover and advance only when the area is clear (Maretti moves up when you've cleared a room).

COLLECTIBLE **Bomb Detonator Cap**

Before leaving the entry area, walk up the escalator. At the top, you will find this collectible on the floor.



Down the next tunnel Maretti unlocks the Firefly DNI ability. Firefly Swarm is a superb anti-personnel attack. When you unleash the Fireflies, a swarm of nanobots flies out and chases down enemies, cutting them to pieces and lighting them on fire. You can aid Fireflies' effectiveness by killing enemies they are targeting. Once an enemy is dead, the Fireflies automatically seek and destroy another human soldier.



Clear out the first train car's enemies, then turn the corner in the subway. At the top of the ridge, you will see some concrete and rebar improvised cover. Use the cover to unleash another Firefly Swarm. Stay low and fire at enemies from the safety of the cover.

ACHIEVEMENT **Hold Still!**

The Fireflies power-up you get here is maxed out, and it will be a while before you can regain it. Take advantage of the power-up to go after the Hold Still! Achievement. You must kill six enemies swarmed by one Firefly Swarm attack.

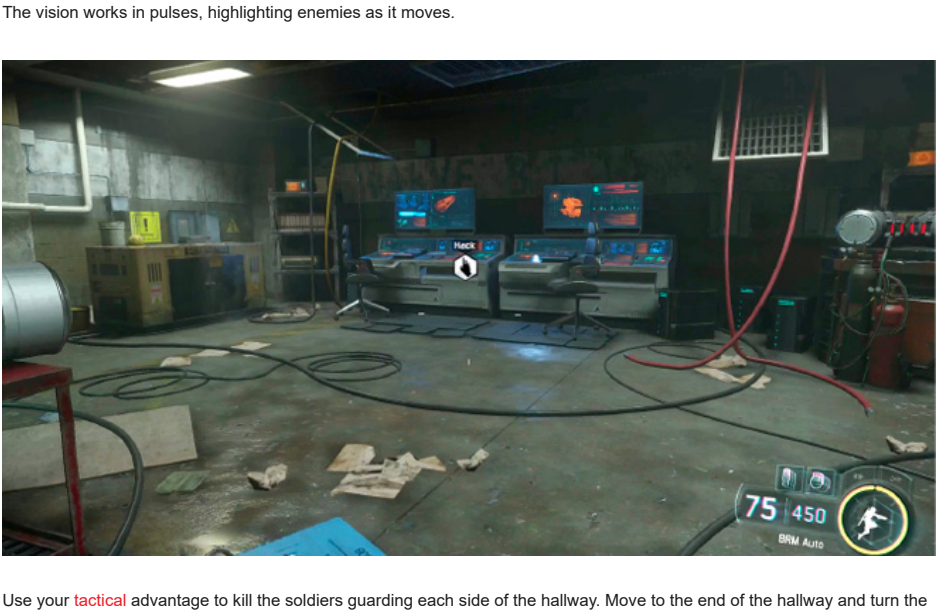
Once you've cleared the enemies from the cars, sneak around the back side of the area, firing at any enemies that are still alive on your left. The soldiers now get some robotic rear reinforcements. Switch back to the Immolation DNI attack to blow up the robots.

Caught 'Em Sleeping

Instead of using your DNI Skill, you can instead use your tactical grenade: EMP. EMPs temporarily knock out robots. Kill six robots while they are disabled by an EMP to earn this Accolade.

Ⓕ Hack the Maintenance Door.

Once the subway depot is clear of enemies, move up to hack the door at the end. When you step through the door, you are instructed on how to activate EV (Enhanced Vision). This should look similar to the night vision you had in the previous level. The vision works in pulses, highlighting enemies as it moves.

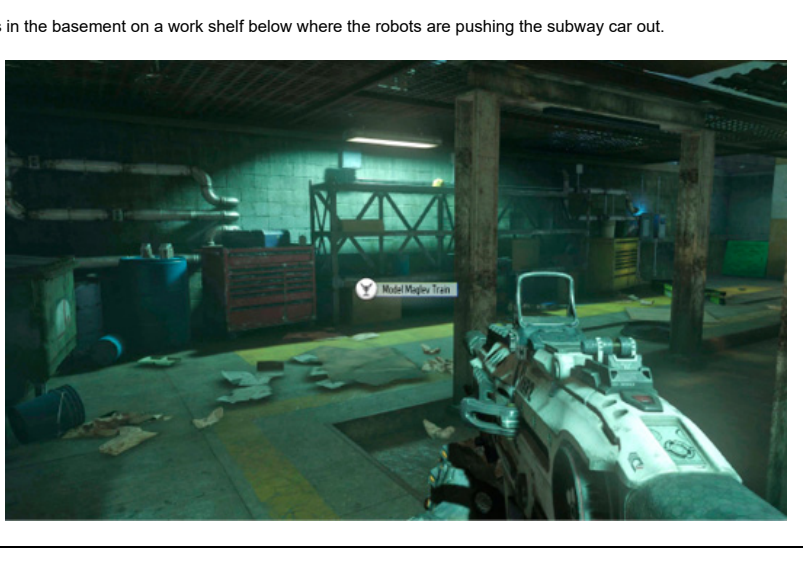


Use your tactical advantage to kill the soldiers guarding each side of the hallway. Move to the end of the hallway and turn the night vision off.

The next area contains a mix of soldiers and bots. Use the same tactics, sticking to cover and using your DNI abilities when they are ready. Stick to either the left or right side as you move forward. It won't take long to clear the area.

COLLECTIBLE **Model Maglev Train**

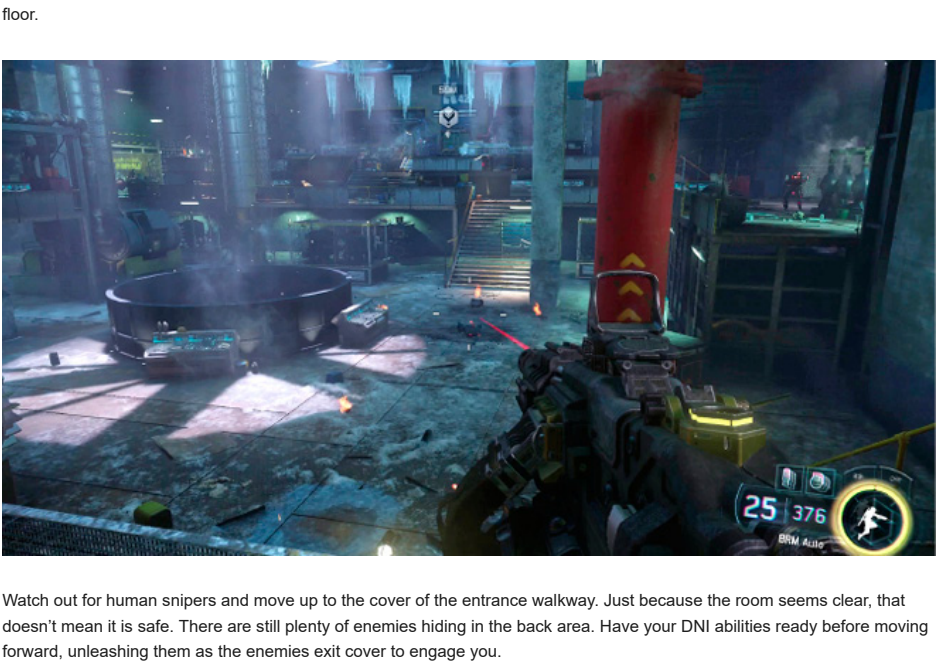
Find this in the basement on a work shelf below where the robots are pushing the subway car out.



The unfinished room leads to a short staircase down to another part of the depot. Use the stairs and your BRM Auto to mow down the robots as they approach. Don't worry about advancing on the enemy until after they've stopped advancing themselves.

Human reinforcements arrive at the back of the large room. Move to the doorway carefully, using the right side for cover. Spray the windows of the upper office across the room; there are several enemies hiding in that area. Once you've cleared all the enemies in the room, continue across to the staircase up to the office.

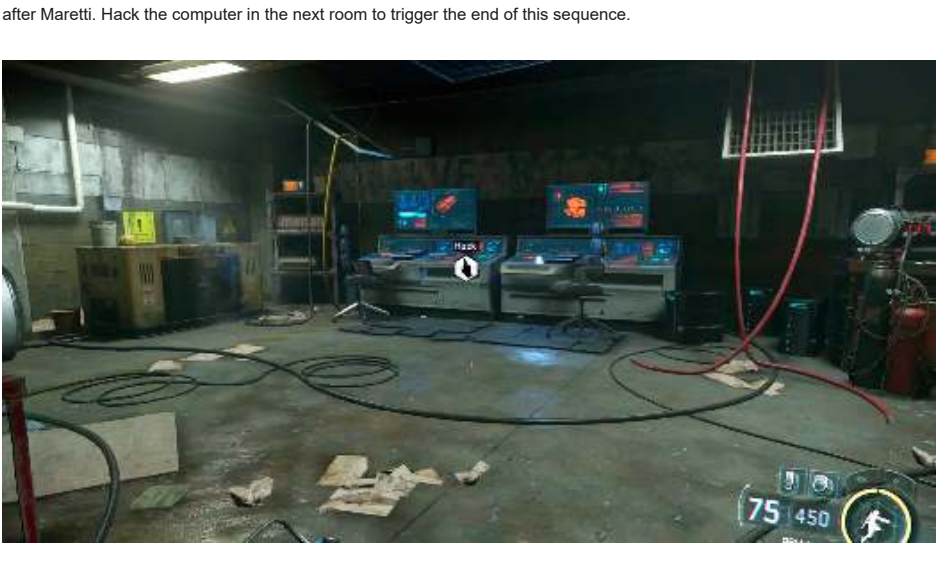
Follow the corridor down until you reach another very large room. Shoot the icicles dangling from the ceiling to cut down some of the defending enemies. Hopefully, you still have Immolate, which you can use on the mini-tanks patrolling the bottom floor.



Watch out for human snipers and move up to the cover of the entrance walkway. Just because the room seems clear, that doesn't mean it is safe. There are still plenty of enemies hiding in the back area. Have your DNI abilities ready before moving forward, unleashing them as the enemies exit cover to engage you.

Ⓖ Hack the Water Plant Door

When the room is clear, Maretti gives you the go ahead to hack the back door. Do so by interacting, then proceed through after Maretti. Hack the computer in the next room to trigger the end of this sequence.

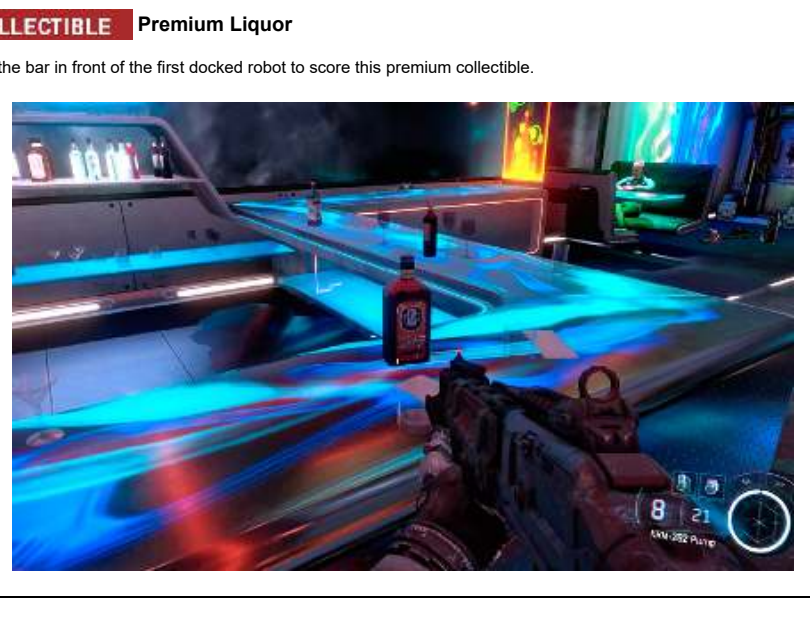


Ⓗ Locate the Explosives (Part 2)

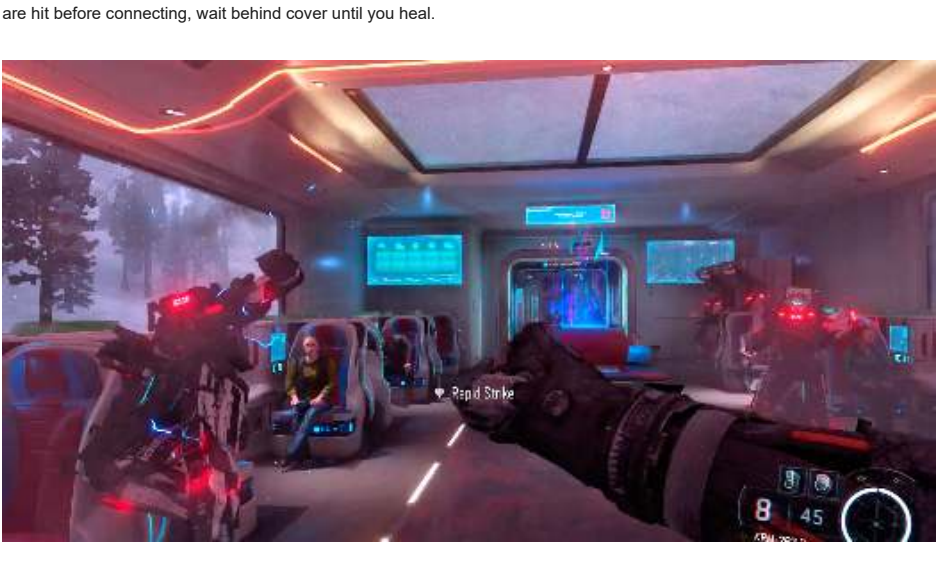
After the cinema, you are once again aboard the Zurich train. This time, it is overrun by robots. This is your chance to use the Takedown ability, which allows you to instantly destroy a robot from short to medium range.

COLLECTIBLE **Premium Liquor**

Check the bar in front of the first docked robot to score this premium collectible.

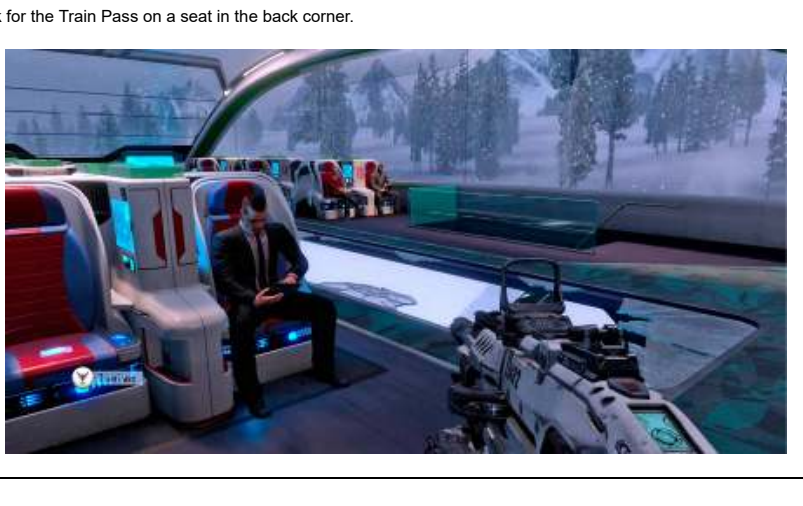


The first robot emerges from a docking station on the left. Hit the melee button to execute the special Takedown attack. If you are hit before connecting, wait behind cover until you heal.



COLLECTIBLE **Train Pass**

As the robots attack you on the train car, find a staircase that leads up to a secret second level of the train. Head upstairs and look for the Train Pass on a seat in the back corner.



The next car has four robots attacking from the left and right windows. Chain Takedowns by quickly looking at and melee attacking enemies. If you do this quickly enough, you get a chain effect; rapidly cutting down the robot defenses. If you're fast enough, you can even avoid taking any damage.

Taking the Ranged Road

If you're playing on Veteran or Realistic, you may have trouble surviving while executing Takedowns. If you are experiencing this problem, there's no shame in using your gun and killing the robots from cover and range.

Use sprint to quickly get in-range for a Takedown attack. After another car full of robots, you come to a locked area with two robots attacking from the train's glass roof. Wait at the back of the area for the robots to drop through, then quickly execute another Takedown.

Stopping Power

This is a good spot to try for the Stopping Power Accolade. You must destroy eight robots without reloading. Luckily, your shotgun, the KRM-262 Pump, is extremely powerful. Carefully line up the upper torso of the robot with the shotgun and hold ADS to improve accuracy. This must be done at short range to ensure a kill. Perfectly kill eight robots with the shotgun before reloading (it holds eight shots) to earn the prize.

After eliminating the four robots on top of the train, move to the edge of the car, where you are instructed to equip Concussive Wave. Do so before approaching the edge. Now use Concussive Wave to leap down and destroy the five robots below. If there are any survivors, use Takedowns to quickly dispatch them.

Fast Learner

This is your shot at Fast Learner. You must kill all five robots with one Concussive Wave attack to earn this Accolade. If you miss it here, you can also get inside the next car. There are six robots defending that area in a convenient semi-circle. Sprint inside the circle and unleash Concussive Wave.

Climb up the next car, and have your shotgun ready to take on more robots. Find cover and wait for the robots to approach your position, making them easy takedowns with the KRM-262.

With the top car clear, jump to the lower level, using Concussive Wave and Takedowns to further decimate the robots.

Inside the next car is a large group of robots, which makes for an excellent target for the Concussive Wave. Wait for the recharge, then sprint and unleash. Mop up any survivors, watching out for reinforcements at the back of the room. Hack the back door to trigger the end cinematic.

03 In Darkness

03 In Darkness

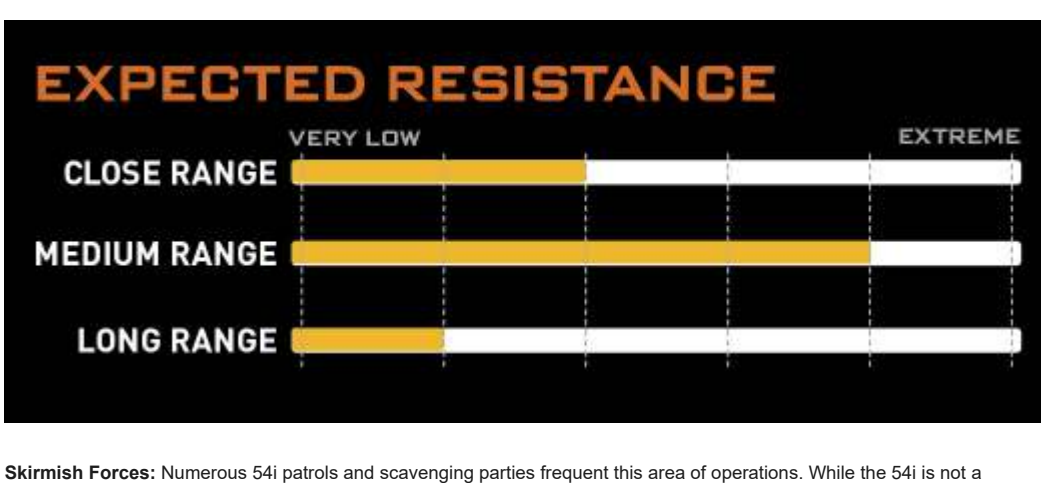
Quarantine Zone, Singapore

Day 0

Mission Briefing: Five years later. In cooperation with the CIA, investigate the sudden silence of a CIA Black Station in the Singapore Quarantine Zone—established in the wake of the disaster that killed 300,000 people.

Mission Objectives

- Ⓐ Intercept the 54i Shipment.
- Ⓑ Neutralize the 54i Combatants.
- Ⓒ Go to the Docks.
- Ⓓ Intercept the 54i Shipment.
- Ⓔ Establish Contact with the Black Station.
- Ⓕ Breach the Wheelhouse Door.
- Ⓖ Go to the 54i Communications Hub.
- Ⓗ Go to the 54i Secondary Comms Relay.
- Ⓘ Regroup with Agent Kane.
- Ⓙ Go to the Black Station.
- Ⓚ Secure the Black Station.



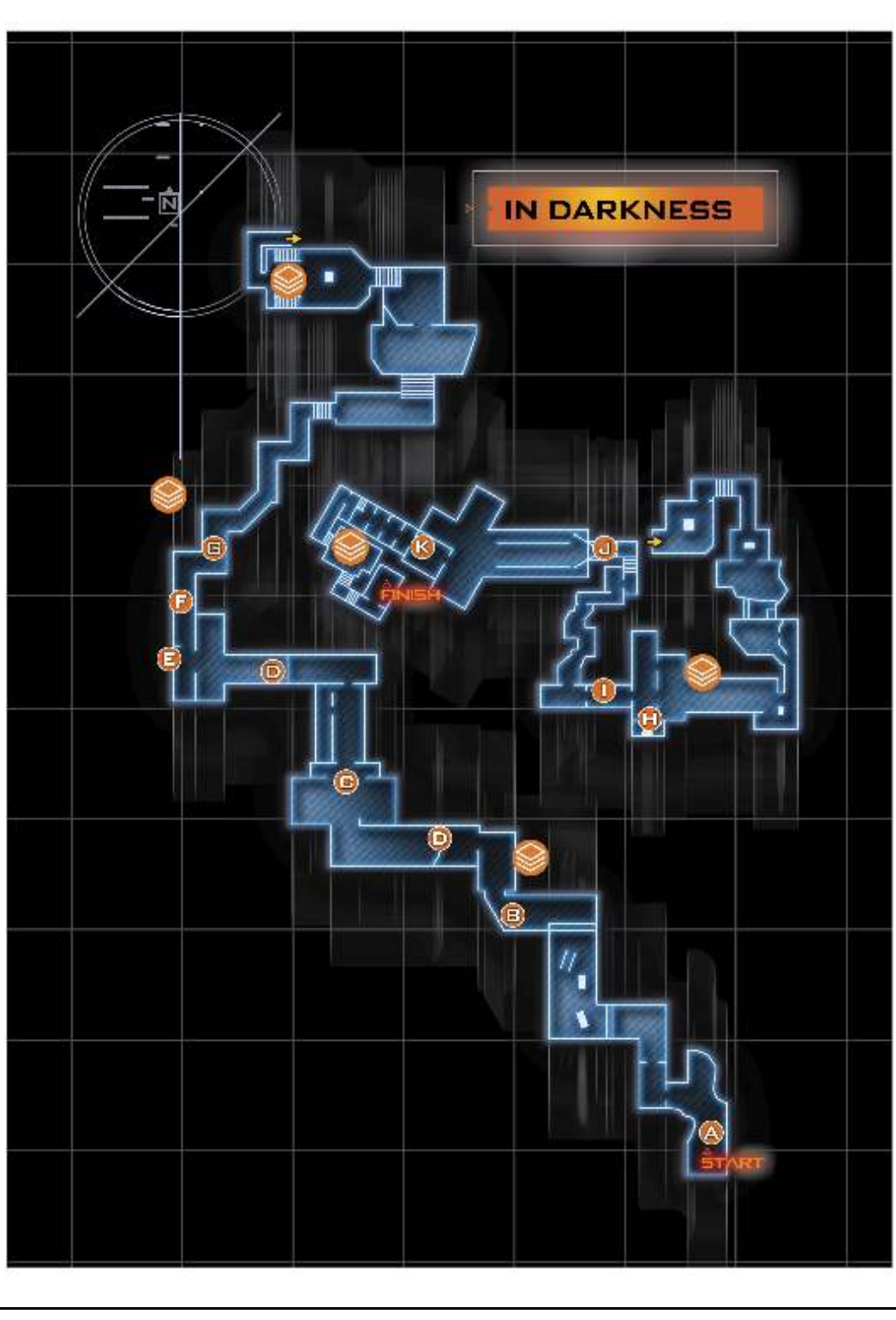
Skirmish Forces: Numerous 54i patrols and scavenging parties frequent this area of operations. While the 54i is not a regular military, they are heavily armed and extremely dangerous.

Combat Robotics: Intel shows the 54i have both purchased and salvaged an extensive combat robotics force. Their observed operating procedure is to deploy combat robots mainly with large attack forces. It is unlikely many are deployed this far out.

Light Vehicles: Recon shows light vehicles patrolling this area of operations. Expect them to be armed.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 12,500 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Fire for Effect	250 XP
Kill 5 targets with single micro-missile volley.	
Commandeered	500 XP
Kill 20 enemies using a technical truck turret.	
Duelist	1000 XP
Kill a Warlord using only a pistol.	
From Nowhere	500 XP
Kill 5 enemies over 150 feet away in under 3 seconds.	
Blast Zone	250 XP
Kill 2 RPG enemies in under 1 second.	
Target Variety	500 XP
Kill an enemy robot and a human enemy without reloading.	
No Prisoners	500 XP
Let no 54i escape from the power generator building.	
Breach and Clear	250 XP
Headshot 3 enemies during a breach.	
Power Denied	250 XP
Kill 4 powered-off robots in the Comm Relay before they activate.	
Matched Firepower	250 XP
Kill a Warlord using a technical truck turret.	
Blown Away	Fabrication Kit
Kill a Warlord with an explosive barrel.	
Push the Line	500 XP
Take out a Riot Shield phalanx with only melee attacks.	
Expert Flanker	1000 XP
Headshot 3 riot shield enemies.	



ACHIEVEMENT **High Tide**

To earn this, you must complete In Darkness on Hardened or higher difficulty.

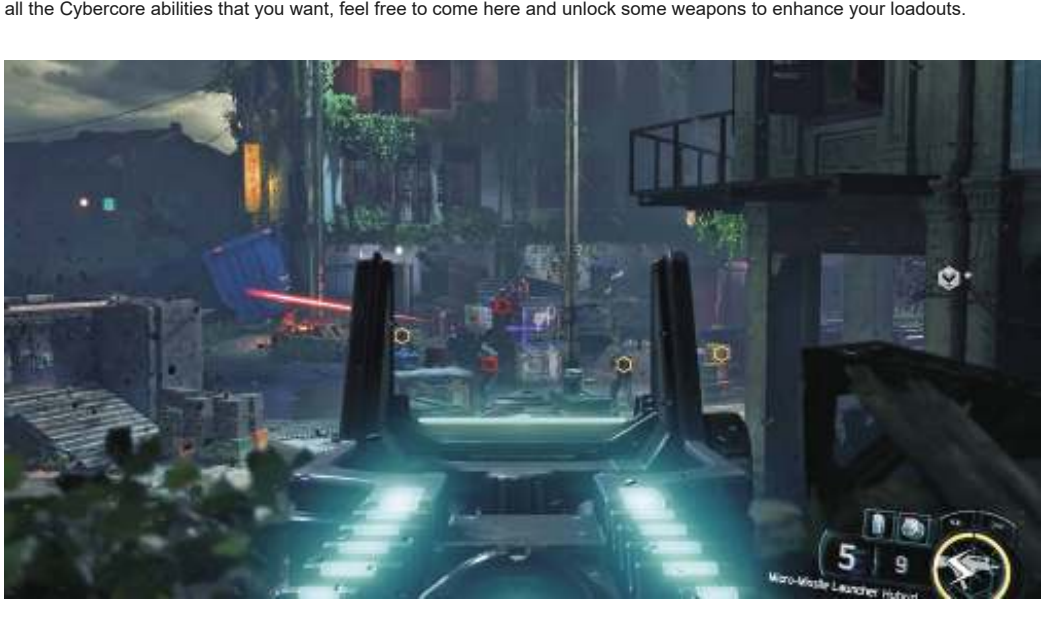
"Oh man, I can't even tell you how good this tastes."

This is the first level where you'll be working out of a safe house. Your safe house contains everything you need to get ready for an upcoming mission. Right now, the most important thing for you to take a look at is the Cyber Core Station.

Activate it to enter the Control Core Upgrades screen. Here, you can use mission points you've earned from leveling, completing missions, and earning certain Accolades to grant DNI abilities.

For this mission, we recommend taking a Martial Cybercore loadout. Spend points you have earned to unlock Martial abilities. The Cunning tree is most useful on this mission, providing cover from robot and human alike.

In addition to upgrading your Cybercore, you can also upgrade your weapons. Activate the Armory opposite the Control Core table to open the custom loadouts screen. Here, you can set up your five default Campaign loadouts, as well as unlock new weapons. For your first playthrough, we recommend spending your unlock points on Cybercore abilities, so we'll assume throughout the campaign walkthrough that you are using the default loadouts here. However, once you feel you've unlocked all the Cybercore abilities that you want, feel free to come here and unlock some weapons to enhance your loadouts.



When you're ready, head to the "Begin Mission" door at the back of the room and choose your loadout.

RECOMMENDED LOADOUT

Cybercore: Martial

Recommended Skills: Smoke Screen, Active Camo, Weapon Lock Out

Primary Weapon: Assault Rifle

Ⓐ Intercept the 54i Shipment

Five years have passed. You and Hendricks are now experienced Winslow Operatives. Your mission is to intercept a shipment from a Singaporean military group known as the 54 Immortals.

Hendricks sets you up with a special anchor staff to use as a defense against the anticipated 150MPH winds. Follow Hendricks through the streets until the cinematic triggers.

Ⓑ Neutralize the 54i Combatants

After the cinematic, Hendricks has gone rogue and is firing wildly at the local 54 Immortal gang. It's time for you to show off what you've learned in the past five years.

You are armed with a Micro-Missile launcher, an awesome weapon that rapidly fires heat seeking missiles at enemies. Use Aim Down Sight to target a group of enemies. When you're satisfied with the target locks, pull the trigger and the missiles automatically fly out. You can lock on up to five enemies at once.

You get this weapon in addition to whatever you chose for your loadout. You can switch between your primary weapon and the Micro Missile launcher by pressing the Special Weapon button.

Use the Micro-Missile launcher to unleash on the enemies in the square ahead. Immediately after releasing your volley, switch back to your primary weapon and take cover behind the crate on the left side of the starting roof.

A Warlord now patrols the battlefield. These heavily armored cyber-soldiers are armed with LMGs. This Warlord is your primary target; it can cut you down in seconds on harder difficulties.

Use the cover to fire at the Warlord in bursts with your Assault Rifle (AR). The Warlord is almost completely resistant to your micro-missiles, so don't waste your ammo on his armor.

Matched Firepower

There's a parked Technical at the back of the area that you can use to kill the Warlord and earn the Matched Firepower Accolade. The best way to approach this is to kill all the enemies in the area except for the Warlord. Once clear, make your way to the back of the area, avoiding the Warlord by constantly sticking to cover. When you reach the Technical, jump in the back and let loose on the Warlord. Do not attempt this on Realistic difficulty.

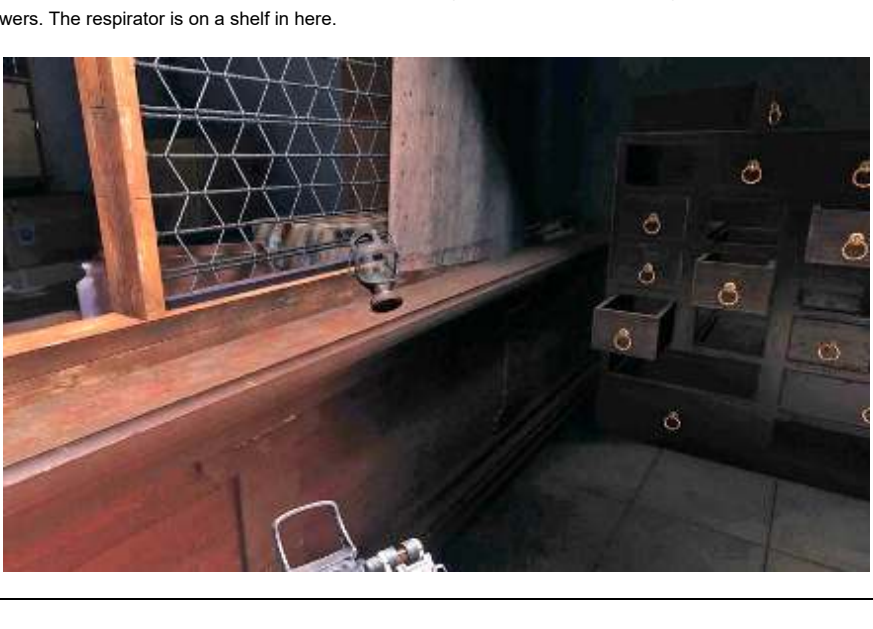
Blown Away

For this Accolade, you must kill the Warlord with an explosive barrel. That means you can loosen it up with other attacks first. Once you've done a lot of damage to it (look for the blue electricity emitting from the armor), keep moving around the area, forcing the Warlord to relocate to try to get a better shot on you. There's one barrel near where the Warlord patrols. When he gets very close, shoot the barrel for the Accolade.

When the Warlord crumbles, it's time to wipe out the remaining 54i soldiers. Switch back to your Micro-Missile Launcher. Use the launcher to target enemies behind cover.

COLLECTIBLE **Broken Respirator**

You can find the Broken Respirator in a first floor room on the right after the first Warlord fight. Look for a room with wooden filing drawers. The respirator is on a shelf in here.



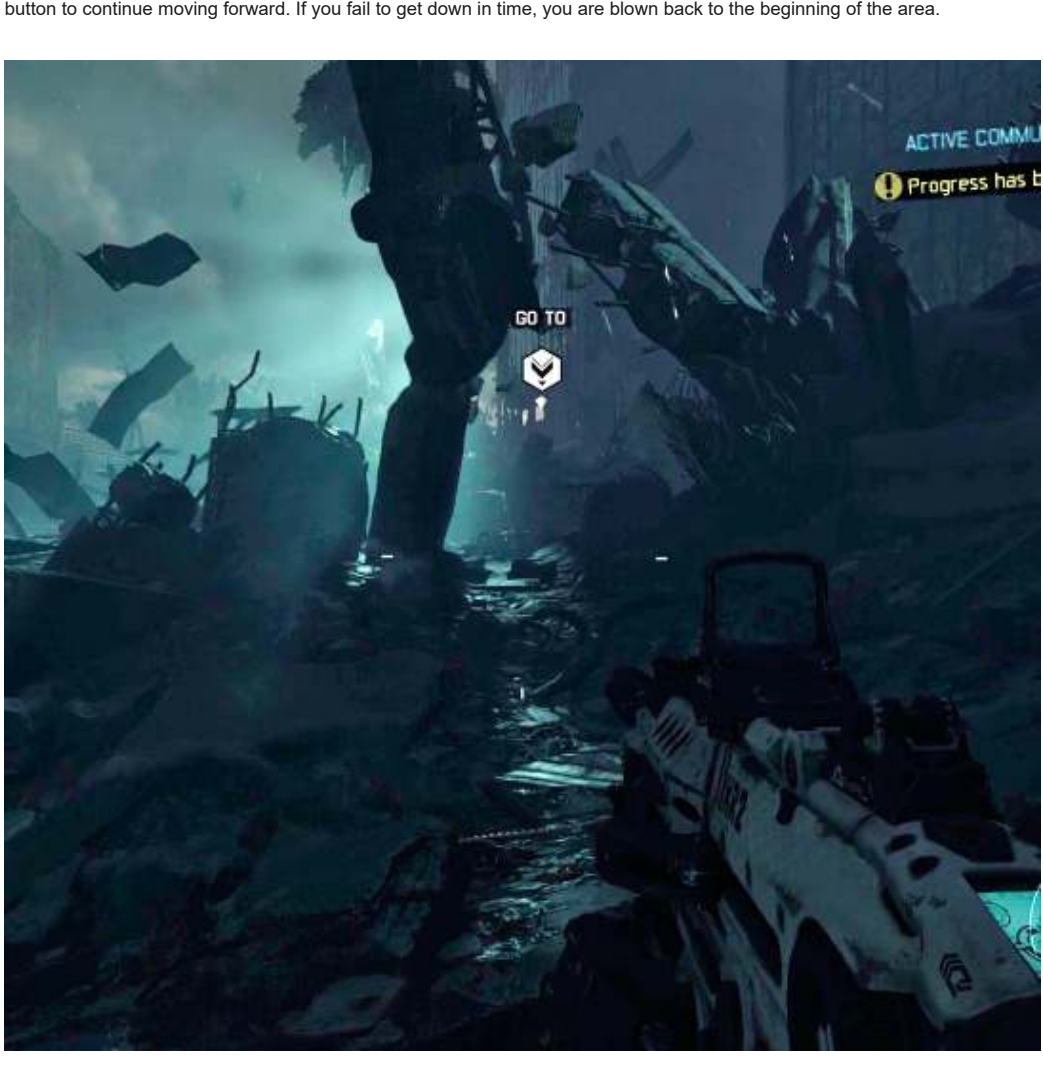
After unleashing missile hell on your enemies, activate your Camouflage skill and move down onto the battlefield to reach cover alongside Hendricks. From this new angle, search for any enemies and finish them with the Micro-Missile launcher. There are several ammo crates in this area, which fully replenish the launcher, so don't get stingy with the ammo.

As you move down the square, watch out for more enemies firing from the building on your right. Use your Martial Cybercore abilities for extra cover or to disable their weapons. When Hendricks gives the all clear, rush up to the back of the area.

Ⓒ Go to the Docks

As you follow Hendricks up and over the cargo crate, the wind picks up. You must now use the anchor to keep from flying back with each strong gust.

When the wind starts, press and hold the Interaction button to lay down the anchor. When the winds pass, press the Jump button to continue moving forward. If you fail to get down in time, you are blown back to the beginning of the area.



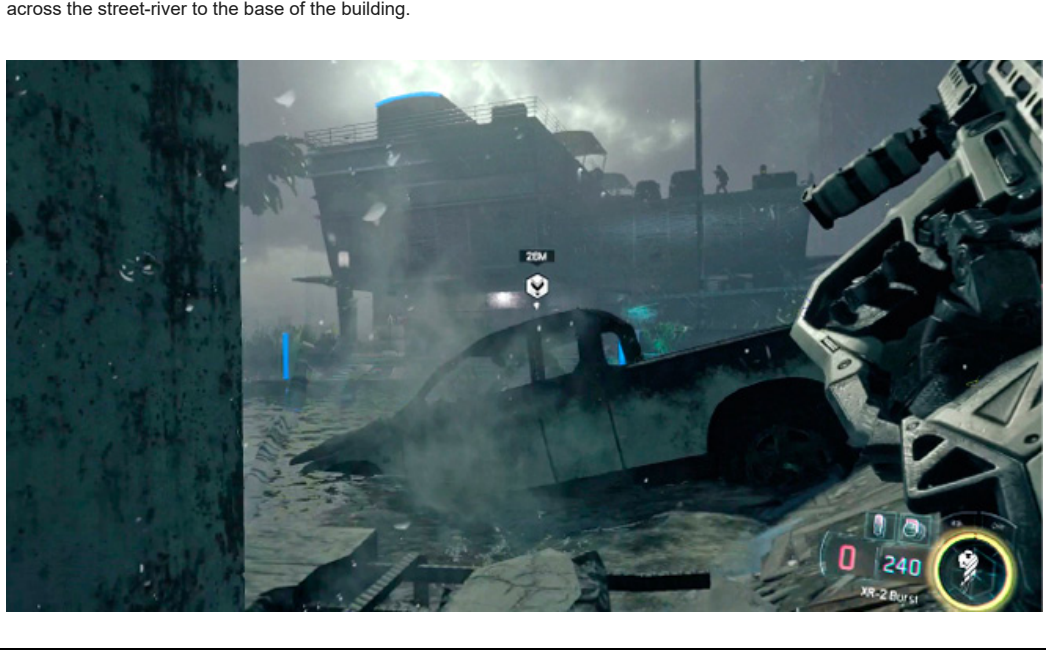
No Prisoners

Before dropping down into the street, look at the power station directly ahead. There are several enemies there trying to retreat from the area. The easiest way to take them out is to open up with a long-range weapon and destroy the power conductor on the left side of the area. This causes an explosion that kills the furthest enemies.

At the next building, follow Hendricks through to the other side. Drop down through the rubble to the flooded street below. Waves begin to hit you as you move through the building, so use the pole driver to anchor yourself on the big swell hits. Back outside, there's a group of enemies defending a building above the water.

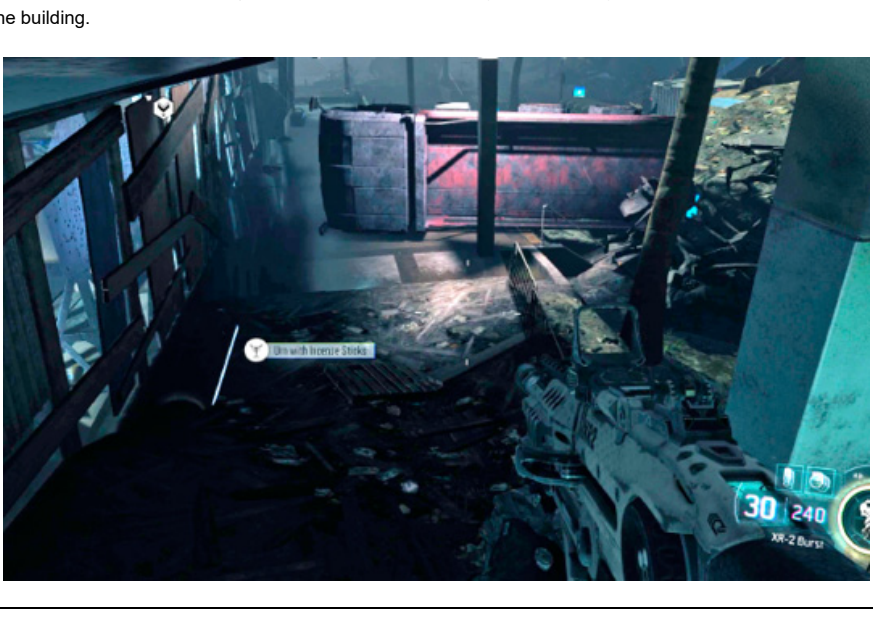
Rather than moving out to the street where Hendricks is, stay behind cover and switch back to your Micro-Missile Launcher to pick off the enemies hanging around out front.

Stay back until a Technical arrives on the left side of the area. Kill the three enemies inside, then carefully make your way across the street-river to the base of the building.



COLLECTIBLE **Urn With Incense Sticks**

The Urn With Incense Sticks Collectible is well-hidden on the right side of this building. You must wade through the river as it winds around the side of the building. Look for a recessed area to jump up on to your left. The collectible is on the ground next to the building.



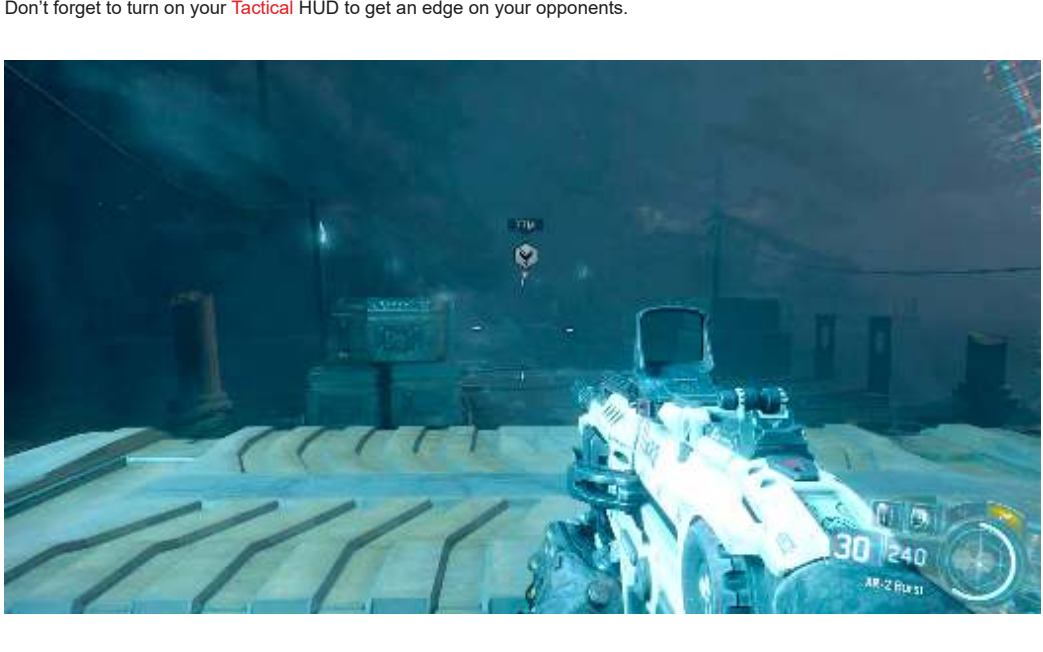
There are some enemies scattered inside the building, use cover and follow Hendricks closely as he moves toward the docks.

Ⓓ Intercept the 54i Shipment

Meet Hendricks at the docs and use the nearby dock crates for cover. The cover allows you to pick off the advancing enemies defending the ship. When the Technical arrives, nail the gunner to send it into the drink.

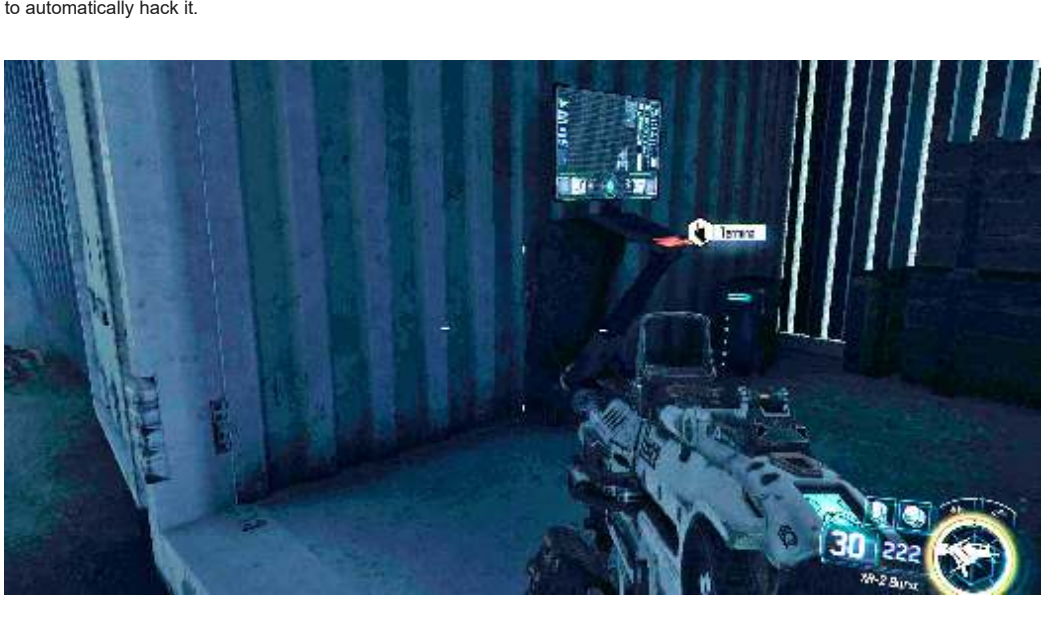
Your target is the ship at the end of the dock. Getting there is a straightforward firefight against several enemies armed with Assault Rifles and Submachine Guns (SMGs).

Don't forget to turn on your Tactical HUD to get an edge on your opponents.



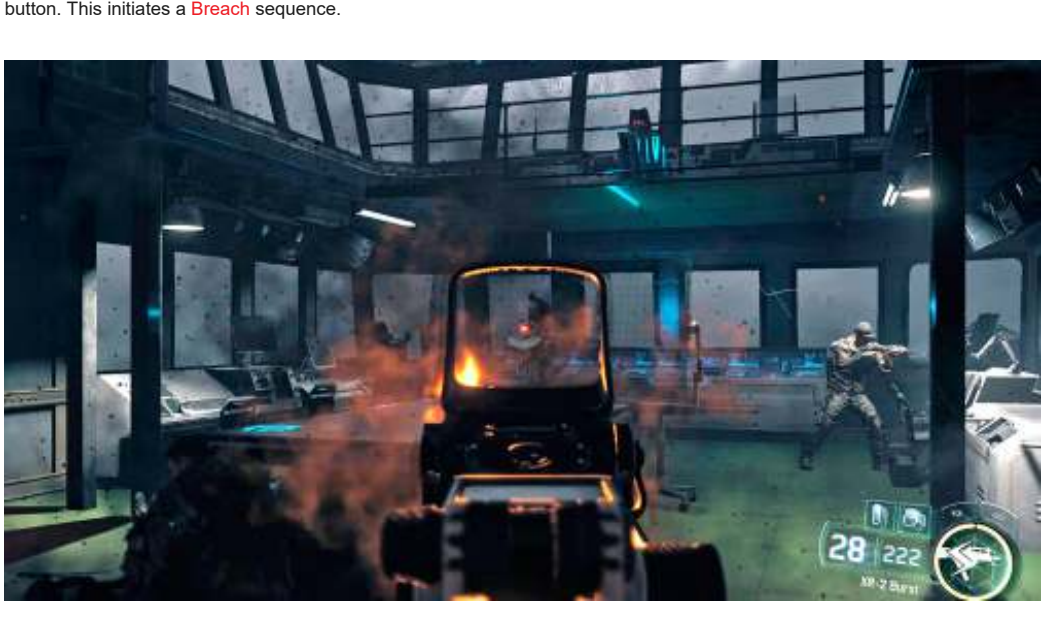
Ⓔ Establish Contact with the Black Station

Command orders you to establish contact with Black Station; look for an open crate and a terminal. Interact with the terminal to automatically hack it.



Ⓕ Breach the wheelhouse door

Wait for the hack to finish. Move up on the side of the lower door to the ship's bridge. Setup on the door by hitting the Interact button. This initiates a Breach sequence.



Breach and Clear

You must score three headshots on enemies during the breach to earn this Accolade. You have only three enemies to shoot, so you must be perfect. Be sure to complete the Accolade before the time slowdown ends.

Ⓖ Go to the 54i Communications Hub

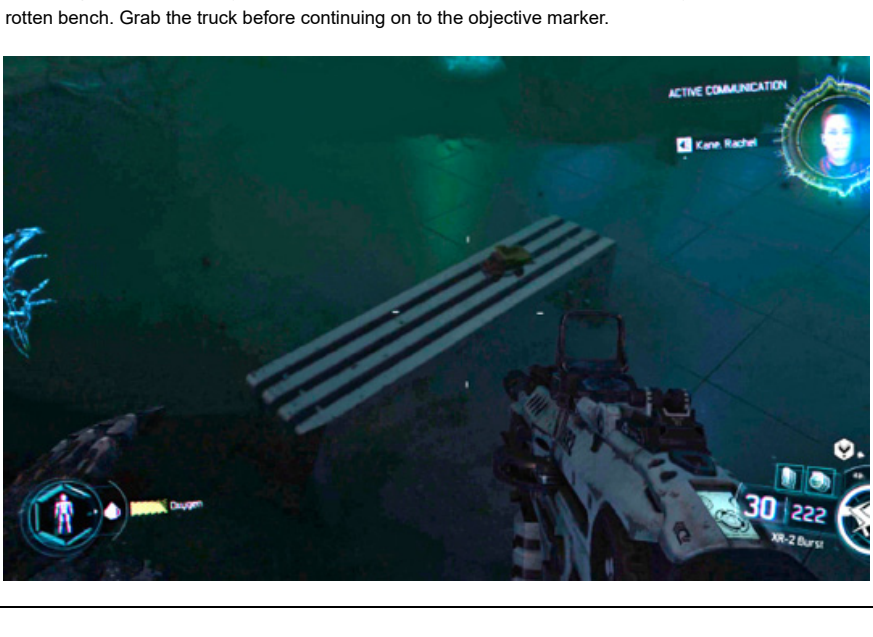
What a rush! Follow Hendricks through the flooded subway. While underwater, you have an oxygen meter in the bottom-left corner of the screen. Your DNI enables you to swim underwater for extended periods of time; you're tough, but not invincible.

O2 Replenishment

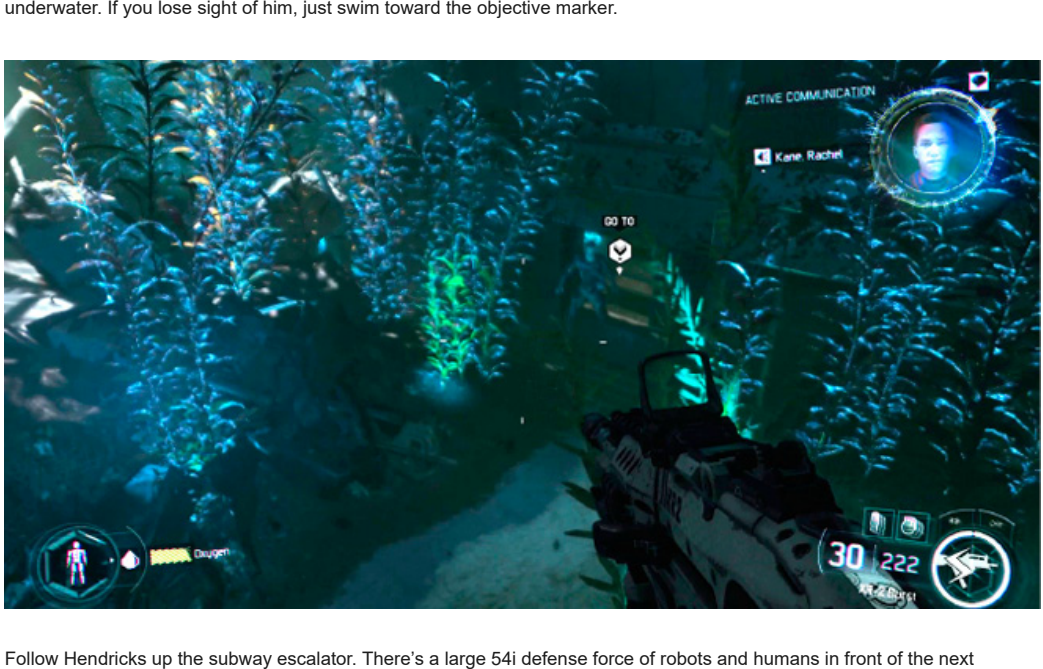
Unlike most other games, your 02 replenishes slowly when you surface. When you come up for air, keep your eye on the HUD. Wait until your 02 bar is full before diving back in.

COLLECTIBLE **Child's Toy**

Instead of following Hendricks directly, explore the area for a park bench. There's a small toy dump truck on one long-drowned rotten bench. Grab the truck before continuing on to the objective marker.



Hendricks has no problem leading you through the subway wreckage, follow him closely. It's easy to get turned around underwater. If you lose sight of him, just swim toward the objective marker.

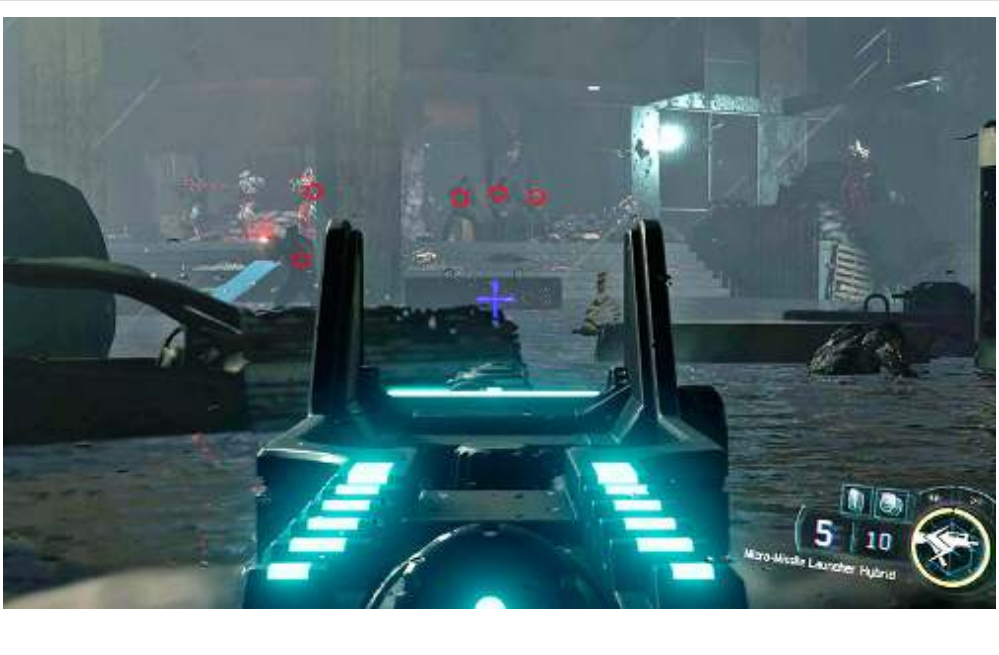


Follow Hendricks up the subway escalator. There's a large 54i defense force of robots and humans in front of the next building.

Target Variety

Use your Micro-Missile launcher here to hit both robots and humans with the same volley to earn this Accolade.

Fire for Effect

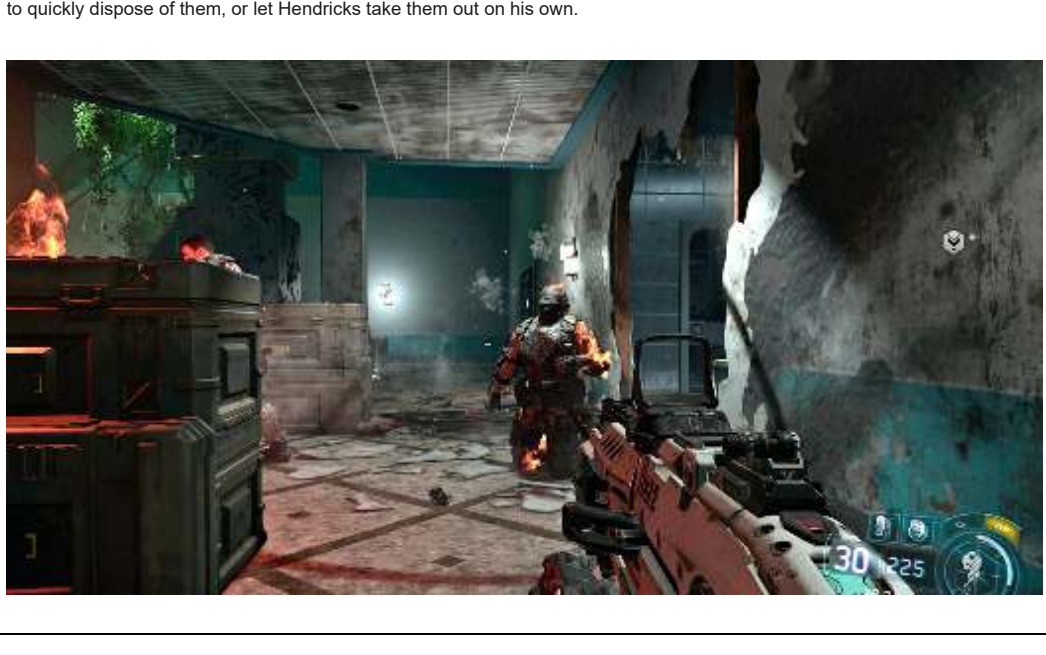


It's a tricky Accolade to earn, but this is your best shot at getting the Fire for Effect reward. While Hendricks is setting up to attack with Fireflies, move up to the first sandbag. Focus on humans for a better chance at a kill. To actually score kills on all the enemies, you must have a direct shot at them, so be sure there are no obstacles between you and your selected targets. Unleash a full five-missile volley and score direct hits on all the enemies to unlock the Accolade.

Wait for Hendricks to start the fight, then hang back and pick off enemies with whatever Micro-Missile launcher ammo you have left. If you've run out, switch to your Assault Rifle and use Aim Down Sight (ADS) to target the defenders from cover. Your top priority tangos are the soldiers on the back of the Technicals parked on either side of the area.

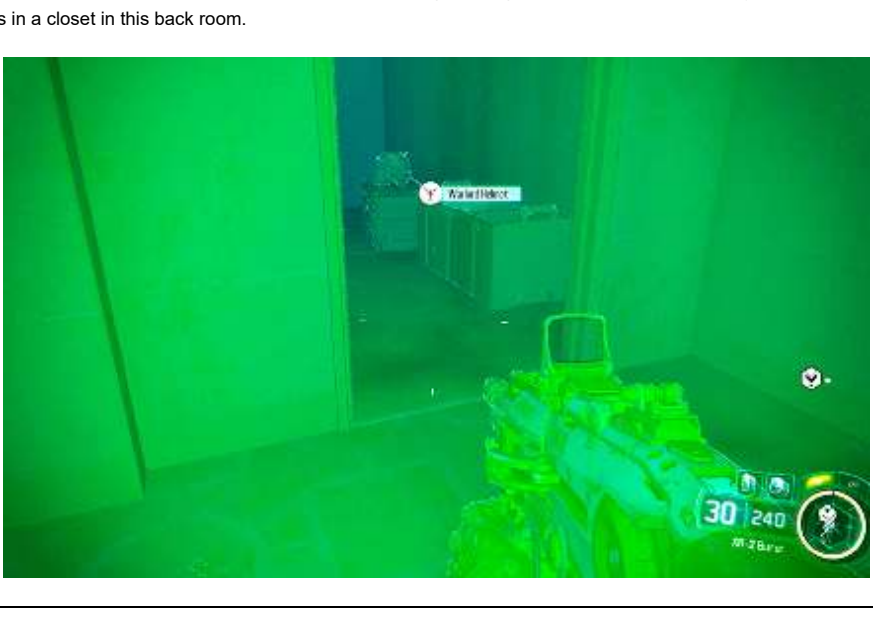
The first section of the interior here is full of normal enemies. Don't advance too far into the building; hang back with Hendricks, wiping out any soldiers as they jump out of. Use your Tactical mode to shoot the enemies through walls and other obstacles.

When the bottom and top areas are clear, inch in. Watch for reinforcements at the back of the room. When the reinforcements arrive, hang back and pick them off from safety. Finally, a group of riot shield enemies arrives on the top floor. Use a grenade to quickly dispose of them, or let Hendricks take them out on his own.



COLLECTIBLE **Warlord Helmet**

Look for this helmet at the back of the Police station. In the big opening area, find a room all the way on the back wall. The Helmet is in a closet in this back room.



A team of riot shield enemies charges your position in the next corridor. Use Grenades or DNI skills to break their phalanx and cut them down.

Push the Line/Expert Flanker

To earn Push the Line, you must dispatch these Riot Shield enemies using only melee attacks. This is most eaily accomplished by using the Camouflage DNI skill. Activate invisibility, move behind the advancing soldiers, then start unloading with melee attacks in rapid succession.

Alternatively, you can use the same tactic to earn the Expert Flanker Accolade, just score headshots with your weapon while behind the enemies.

The Riot Shielders aren't alone; watch out for their SMG-armed backup. The backup really likes to throw grenades down the hallway, so be ready to make a quick retreat if a grenade lands near your feet.

Checkpoint Stress

From the area where you exit the subway up until after the Riot Shielders' attack, there are no gameplay checkpoints. Once you make it inside the building, be extra careful to stay safe and avoid a premature restart.

When your enemies are dead at your feet and the smoke clears, follow Hendricks to trigger the mid-level cinema.

Ⓗ Go to the 54i Secondary Comms Relay

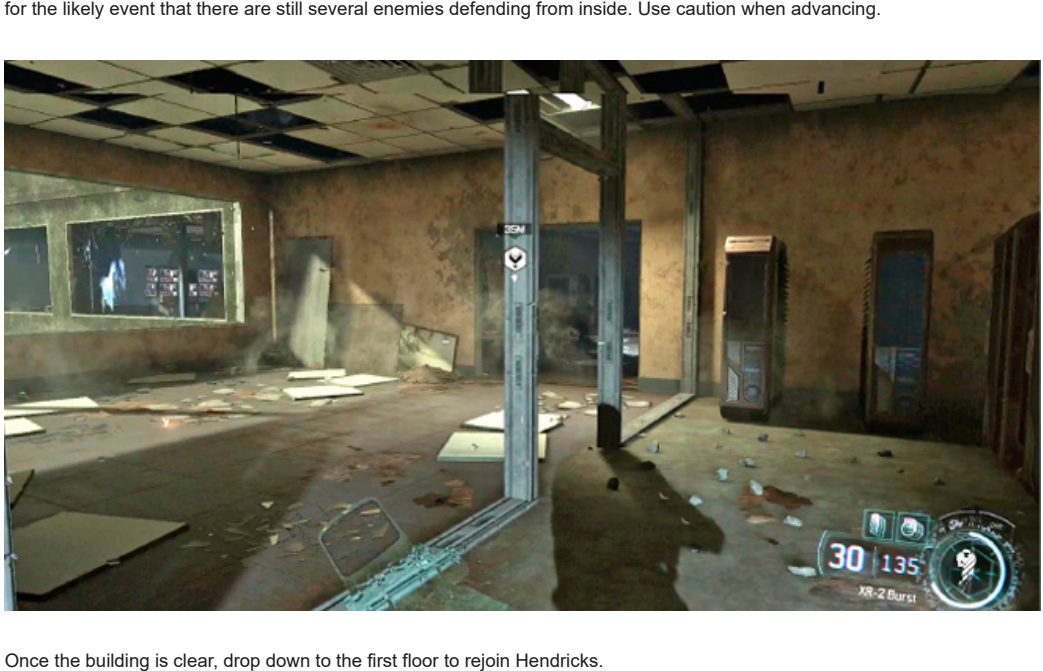
Grab some ammo, then jump through the big hole in the side of the building and down into the street.

Follow Hendricks through the streets until you come to a guarded office building. Open up with a missile volley, then pick off the survivors with your Assault Rifle.

Power Denied

This is the building where you earn the Power Denied Accolade. You must quickly fight your way to the back of the building and shoot the robots attached to docking stations before they can come online. We recommend you try this only on Recruit difficulty.

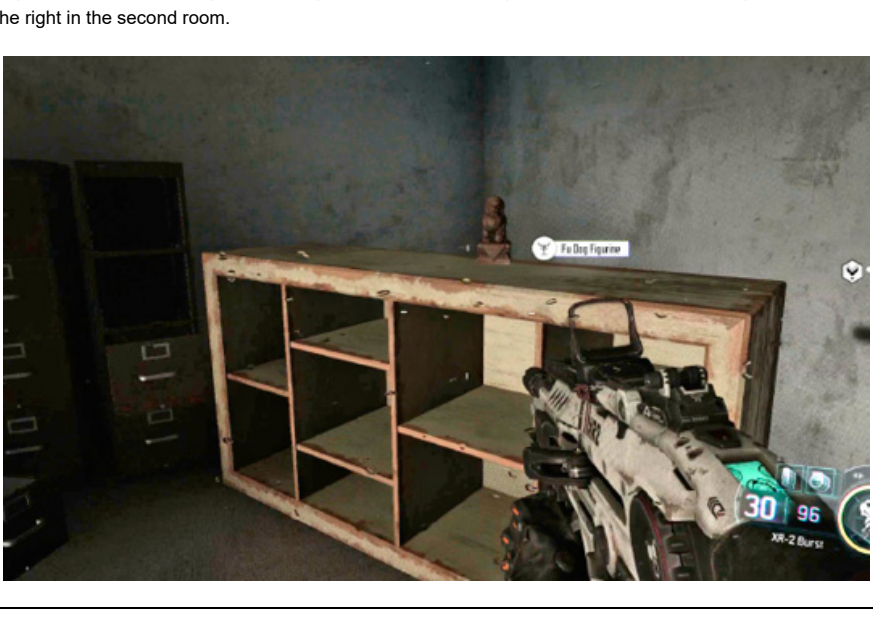
Instead of following Hendricks through the lower floor, take the broken staircase on the right up to the second floor. Be ready for the likely event that there are still several enemies defending from inside. Use caution when advancing.



Once the building is clear, drop down to the first floor to rejoin Hendricks.

COLLECTIBLE **Fu Dog Figurine**

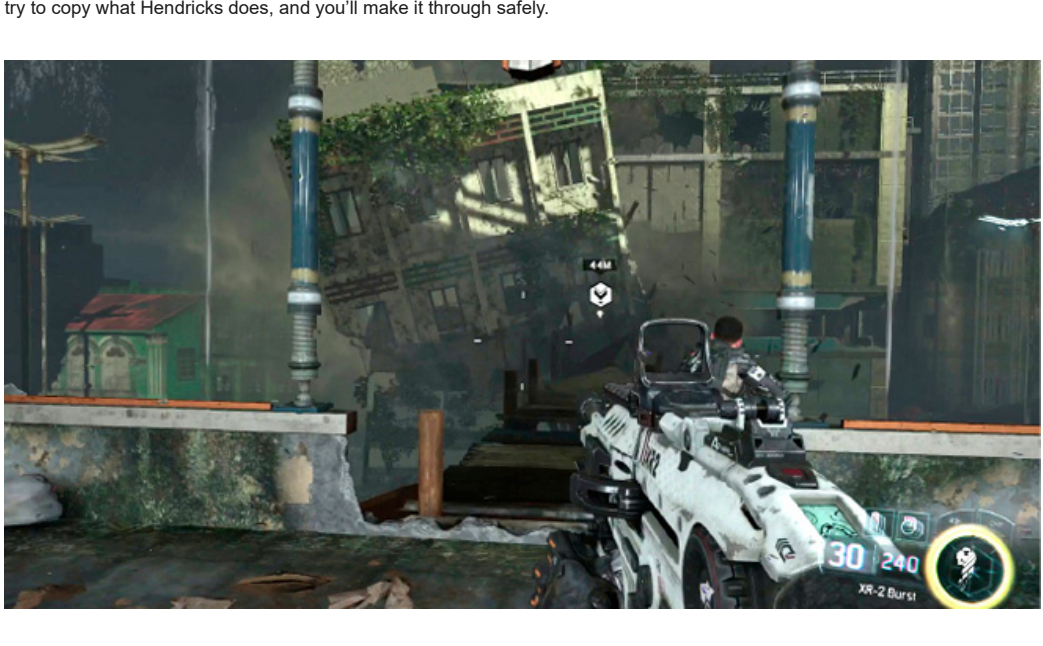
To get the Fu Dog Figurine, you must exit back out of the office building before activating the Comms Relay link. Once you're facing the direction from which you approached the building, climb the stairs on the right. At the top, sprint-jump to the building opposite. Avoid the big hole in the ground and head through the top floor of this building. The statue is on a shelf to the right in the second room.



Follow the objective indicator to hack the relay.

Ⓘ Regroup with Agent Kane

With the relay hacked, it's time to regroup. Move with Hendricks through the ruins. Buildings are falling all around you, but just try to copy what Hendricks does, and you'll make it through safely.



Ⓙ Go to the Black Station

Kane is waiting for you. She sets repel lines for you to crash down on the 54i patrol below. You can take either the left or right line. For this walkthrough, we'll assume you take the right line with Hendricks. Before jumping down, switch your loadout.

RECOMMENDED LOADOUT

Cybercore: Martial

Recommended Skills: Smoke Screen, Active Camo, Weapon Lock Out

Primary Weapon: Sniper Rifle

The zip line down is quick and gives you the element of surprise. Pull out your Sniper Rifle and begin picking off the enemies you can see in the area. With your Tactical Mode you'll spot several enemies behind cover, you can't hit some of them, but try to take down as many as possible before moving forward. It's very important you pick off the rocket launcher-armed soldier opposite. If you wait too long, he can score an instant kill with an insanely accurate RPG.

Blast Zone

To earn this Accolade, you must kill two RPG soldiers very quickly. The key here is to use your Micro-Missile Launcher. Use your Tactical Mode to locate two RPG attackers and attack them simultaneously with your Micro-Missile launcher.

Commandeered

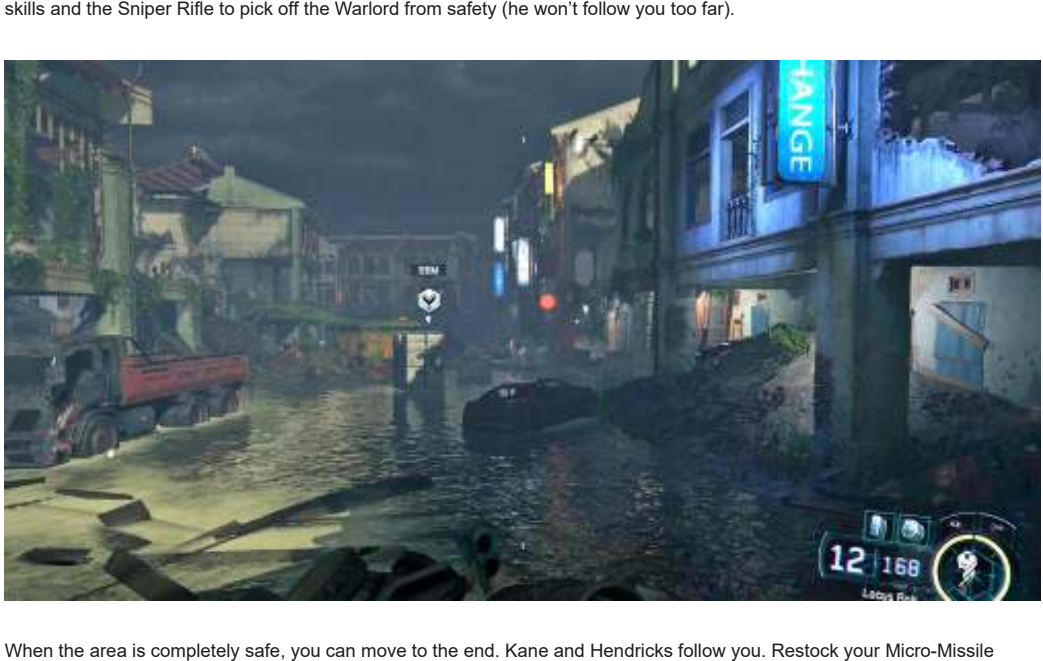
This is your shot at getting the Commandeered Accolade. There's a Technical parked midway up the street facing the advancing enemy reinforcements. Get on it and unleash on your enemies to get to a 20-kill count. This strategy is not recommended on harder difficulties!

Duelist

This is your last chance to earn the Duelist Accolade. You must defeat a Warlord using only your pistol. Make sure the area is completely clear of other enemies before attempting this. Keep strafing behind cover, and be ready to grab an ammo pack in case you run out of pistol bullets.

Once the street is clear, you can begin to move forward. Watch out; when you are near the ammo crates located halfway up the street, several enemies arrive to reinforce, including a Warlord.

You need to wipe out both the Warlord and the reinforcements to proceed. Retreat back the way you came, and use your DNI skills and the Sniper Rifle to pick off the Warlord from safety (he won't follow you too far).



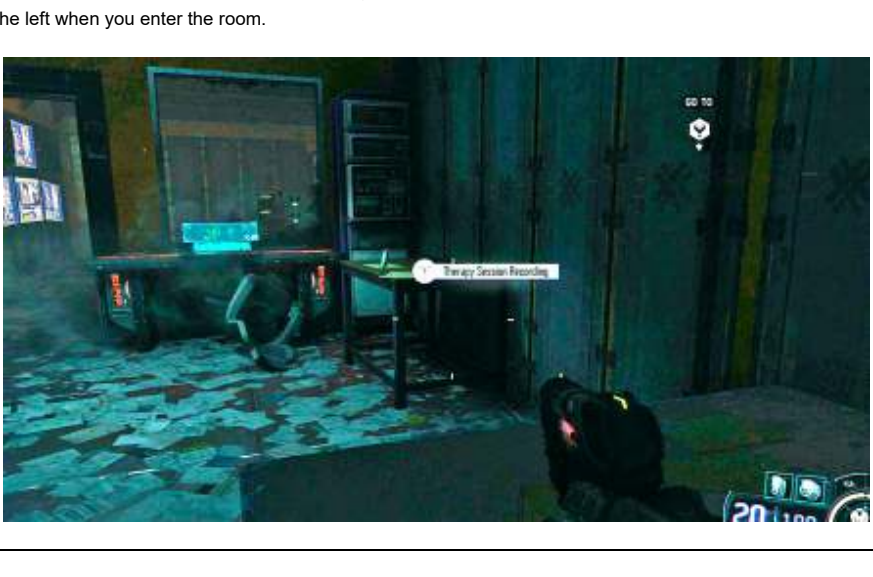
When the area is completely safe, you can move to the end. Kane and Hendricks follow you. Restock your Micro-Missile launcher before proceeding.

Ⓚ Secure the Black Station

Follow your team through the Black Station. The place is a mess, but luckily, unguarded.

COLLECTIBLE **Therapy Session Recording**

After Hendricks mentions a door has been blown in, your team proceeds up the stairs. Look for this collectible on a wooden desk to the left when you enter the room.



04 Provocation

04 Provocation

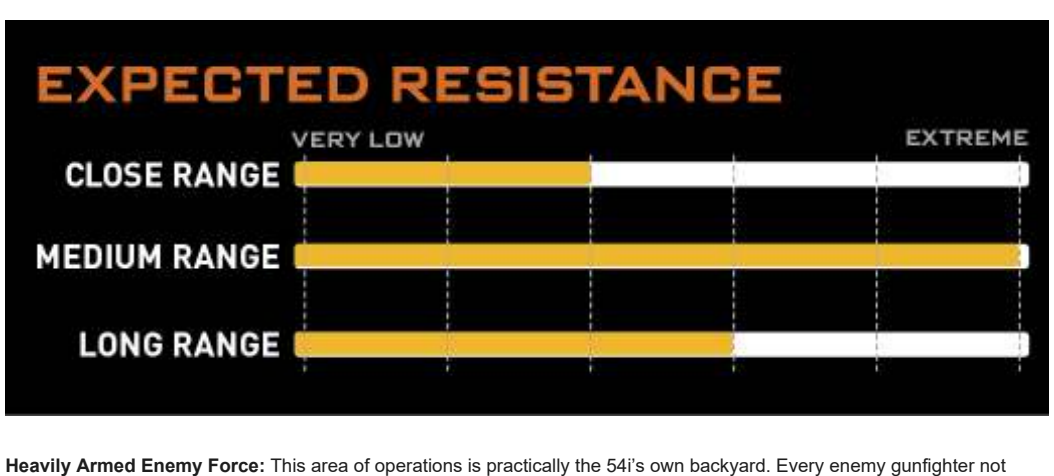
Bio-Dome, Singapore

Day 1

Mission Briefing: Posing as arms dealers, infiltrate the headquarters of The 54 Immortals—The Quarantine Zone's dominant criminal faction—in order to recover the Black Station's stolen data drives.

Mission Objectives

- Ⓐ **Get to Cloud Mountain.**
- Ⓑ **Locate 54i Servers.**
- Ⓒ **Protect Hendricks.**
- Ⓓ **Hook Up to the Z-Trak Line.**
- Ⓔ **Go to the Far Super Tree.**
- Ⓕ **Jump from the Super Tree.**
- Ⓖ **Secure the Dock.**
- Ⓗ **Board the Air Boat.**



Heavily Armed Enemy Force: This area of operations is practically the 54i's own backyard. Every enemy gunfighter not already on deployment is in response range. Engage only if absolutely necessary.

Combat Robotics: Expect a mix of current and older model combat robotics ranging in armaments and defensive capabilities.

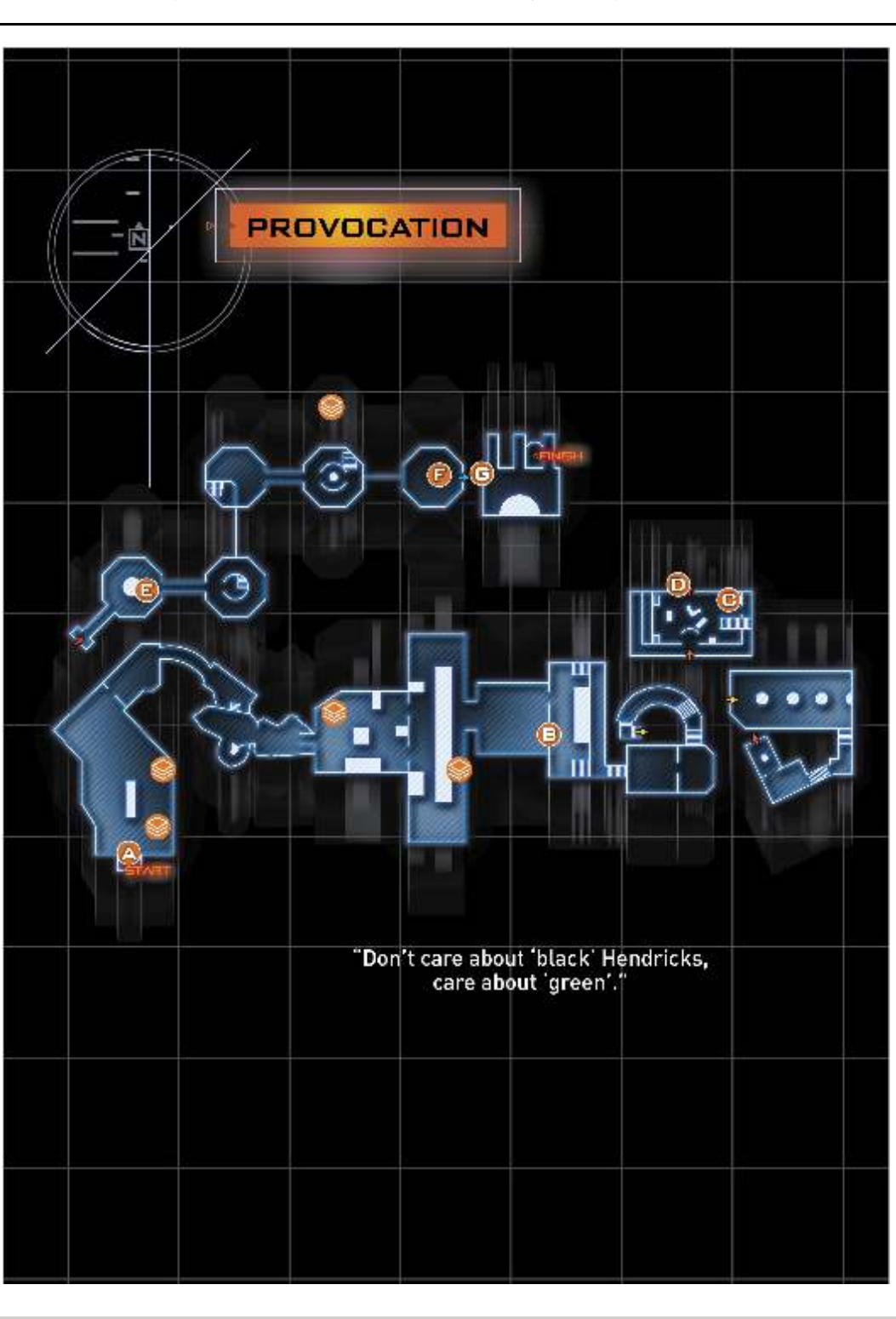
Air Threat: Recon shows numerous 54i-operated air patrols in this area. Should an engagement be necessary, do not get caught in the open.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 22,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Give 'Em All Nine!	250 XP
Use a turret to kill 8 enemies.	
Trick Shooting	250 XP
Destroy 6 Talons in under 2 seconds.	
Skeets	1000 XP
Using gunfire, destroy 3 Talons without missing a shot.	
Three For One	250 XP
Use one grenade to destroy 3 or more robots.	
Bigger Than You	500 XP
Kill 10 enemies using a P.A.W.W.S.	
The Pointy End	250 XP
Kill an enemy with a stalactite.	
Repelled	500 XP
Kill all zip-line enemies headed for the server room before they reach the end of their zip-lines.	
Action Hero	500 XP
Kill 3 enemies while on a zip-line.	
Air Superiority	Fabrication Kit
Destroy an enemy wraith.	
Clean Sweep	1000 XP
Kill all enemy soldiers on the Super Trees.	
Up Periscope	250 XP
Kill 4 enemies while underwater.	
Wreckage	500 XP
Destroy 5 guard towers.	
Vehicular Slaughter	250 XP
Destroy 6 enemy trucks.	

ACHIEVEMENT **Belly of the Beast**

To earn this Accolade, you must complete Provocation on Hardened or higher difficulty.



RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills: Remote Hijack

Primary Weapon: Shotgun

After unsuccessfully trying to get intel from Hendricks' contact, you are now back in conflict with the 54i.

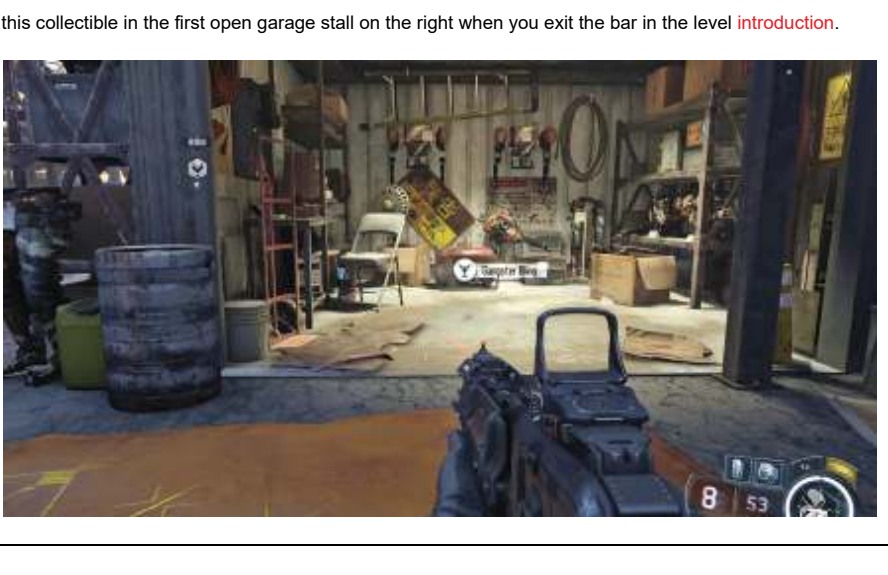
This time, your team has Winslow Accord robotic reinforcements. You can easily tell the difference between your robots and the enemy's by the lights. Black Ops robots have blue and green lights, 54i robots have red lights.

Ⓐ Get to Cloud Mountain

When you gain control, activate your Tactical Mode and drop down into the market place. The market is crawling with enemies. You can toss a grenade down on the left to soften the enemies up, but wait for your robot army to advance.

COLLECTIBLE **Gangsta Bling**

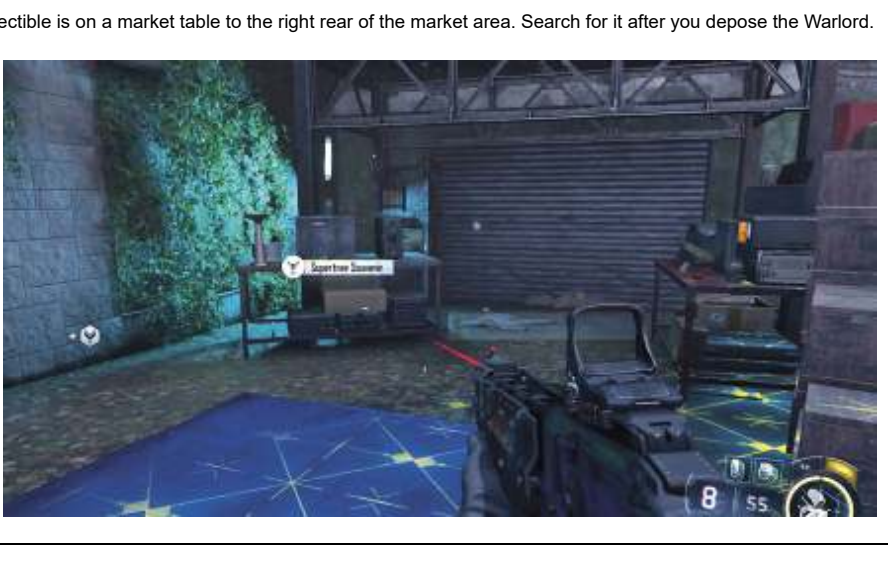
Look for this collectible in the first open garage stall on the right when you exit the bar in the level introduction.



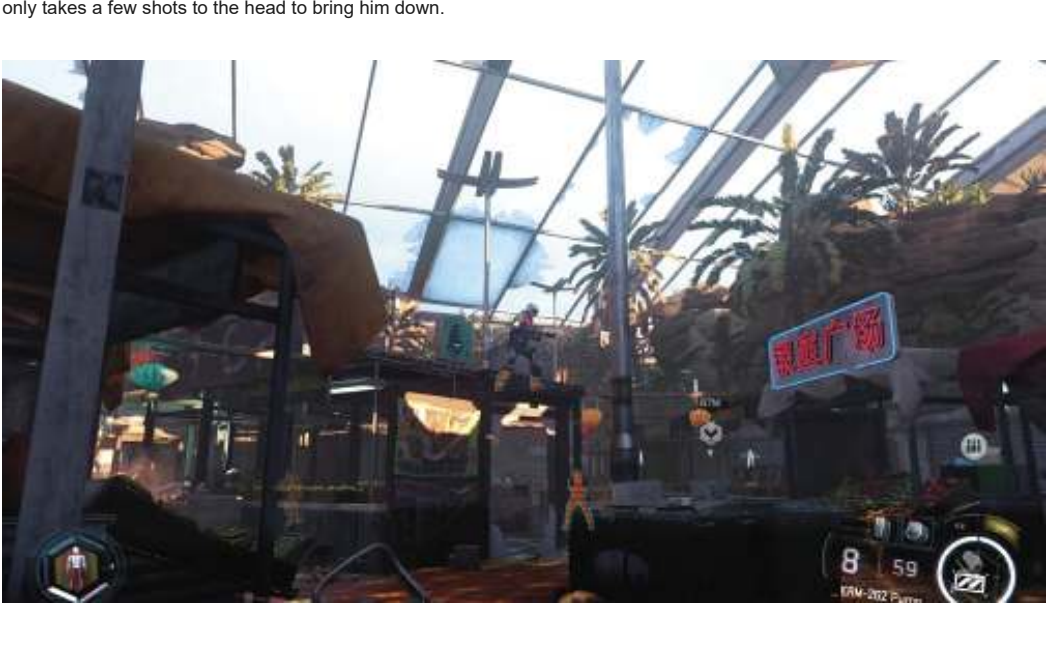
The enemies fall back as you press forward. Stick to cover and use your shotgun to mow down any 54i that get in range.

COLLECTIBLE **Supertree Souvenir**

This collectible is on a market table to the right rear of the market area. Search for it after you depose the Warlord.



In the final marketplace area, there is a Warlord defending his stand. Use cover and pop out and nail him with your shotgun. It only takes a few shots to the head to bring him down.



With the market clear, it's time to advance up the rear stairs. Ready Remote Hijack. As soon as the turret reveals itself, use hijack to commandeer it.

Give 'Em All Nine

Use Remote Hijacking to hack this turret. If you manage to kill eight enemies here, you earn the Accolade. If you don't, there's still one more set of turrets later in the level, but they are harder to exploit for enemy kills.

After you've dealt with the turret, use the Mobile Armory around the next corner to change your outfitting.

RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills: Remote Hijack

Primary Weapon: Light Machine Gun

Follow the sandy cave to the next area. Use the LMG to mow down the enemies defending the ridge above you. Next, turn your fire to the enemies defending the cave entrance to the right.

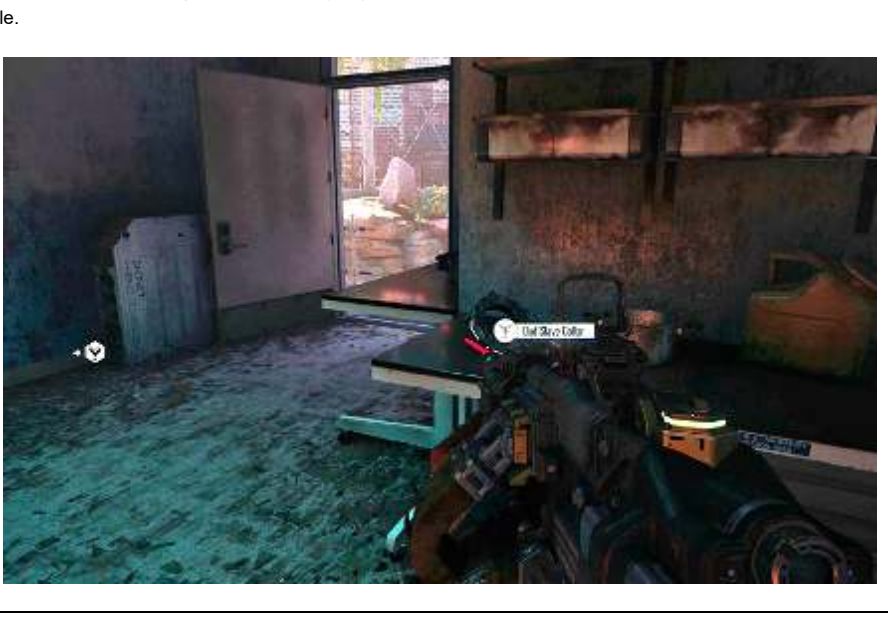
There are more defenders inside the cave, but you should be able to dispose of them easily with the LMG. When you exit the interior of the cave, you will be looking down over a heavily-defended town. Shoot the rocket-equipped enemy in the guard tower in the center of town.

With the rocket man down, use Remote Hijack to take over the turret in the middle of town. As soon as you take the turret, look for the Warlord patrolling the area. He is your primary target.

With both the RPG and the Warlord taken care of, it's time to move into the town. Jump over the ravine and shoot any remaining stragglers.

COLLECTIBLE **Dud Slave Collar**

This collectible is in the building on the left after you jump over the ravine. Head to the second floor and look for it on a work table.



When you make it to the halfway point in the village, a heavy line of enemy reinforcements arrives. Dash into one of the houses and fire from cover as your own robot army moves in to crush them.

The next area is filled with container crates. As you approach, a robotic onslaught arrives to attack. Your primary concern here is the pair of Wasps flying overhead; they have rockets and can be deadly.

Use Remote Hijack to capture one and kill the other, then use the rockets to destroy the large number of robots roaming below. Don't stray too far or the signal will break and the Wasp will crash.

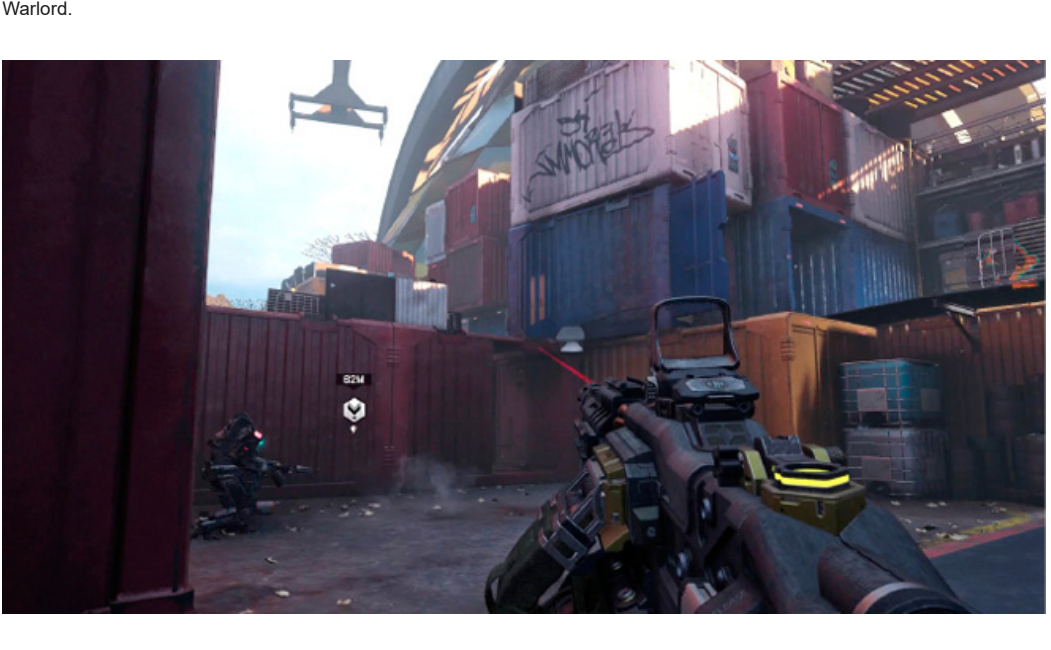
"Which way do we go, Kane? Left or right?"

Now you need to decide whether to head left or right. Right is slightly easier than left, but either way leads to the same place. Let's head right.

As you round the corner, three flying drones attack. Remote Hijack one. Use it to kill the other two. Now fly the drone around, killing any enemies you can spot.

Once your drone has run out of juice, continue the fight on the ground, working your way through the path in the containers to the large exit door.

There, you see several enemies working to seal the door. Hang back behind cover, and get ready for an incoming Warlord.



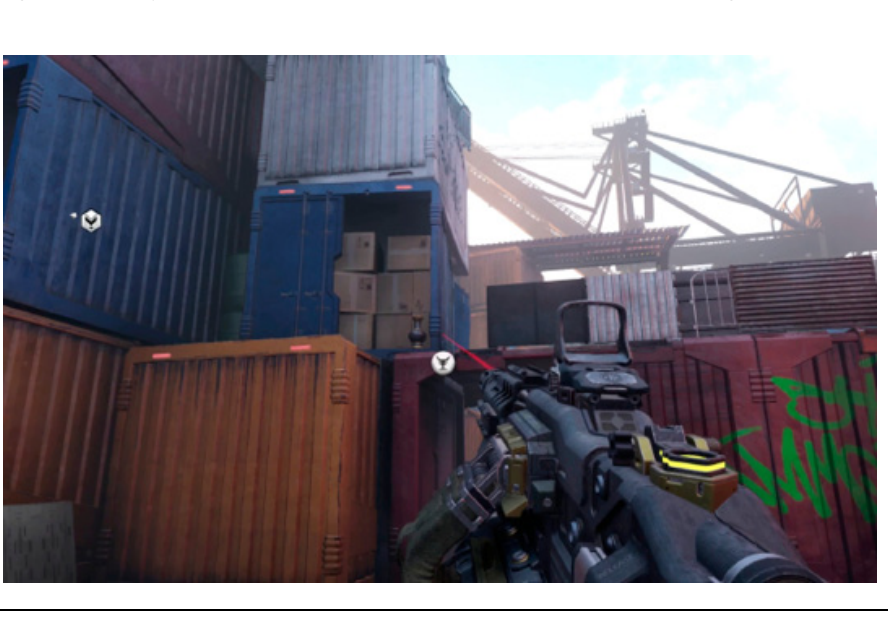
Double Your Pleasure

If you are going for maximum score on this run, try taking both ways for maximum points.

You may have back up here, but it's really just a one-on-one fight between you and the Warlord. As with other fights, stick to cover and unload with your LMG only when your health is full (preferably while the Warlord is distracted by another combatant.

COLLECTIBLE **Antique Vase**

Look for this after you've killed the Warlord, and before you exit to the next area. Face the sealed doors and turn right. Walk through the crate alley and look for a blue crate on the second level. The Antique Vase is right outside this upper blue crate.



When the friendly robots open the back door, you find yourself face-to-face with a gigantic P.A.W.W.S. Mech. This monstrous robot has one weakness: Remote Hijack. Luckily, we told you to equip that in at our last loadout Recommendation.

Use Remote Hijack to slowly hack the mech, and then kill all the enemies in the area when you take it over. If you did not equip Remote Hijack, you can also destroy the mech by shooting it with a lot of ammo (the LMG is a good weapon for this task.)

Bigger Than You

To earn this Accolade, you must hack the P.A.W.W.S. at a fairly close range to give yourself enough room to kill 10 enemies. If you hack it too far back from the door, it will be too far away from the next wave of enemies to get the kill. If you're having a tough time with this, consider upgrading Remote Hijack, which reduces the time it takes to control the mech.

Once you've destroyed the P.A.W.W.S., one way or another, it's time to move up on the Bio dome at the back of the area.

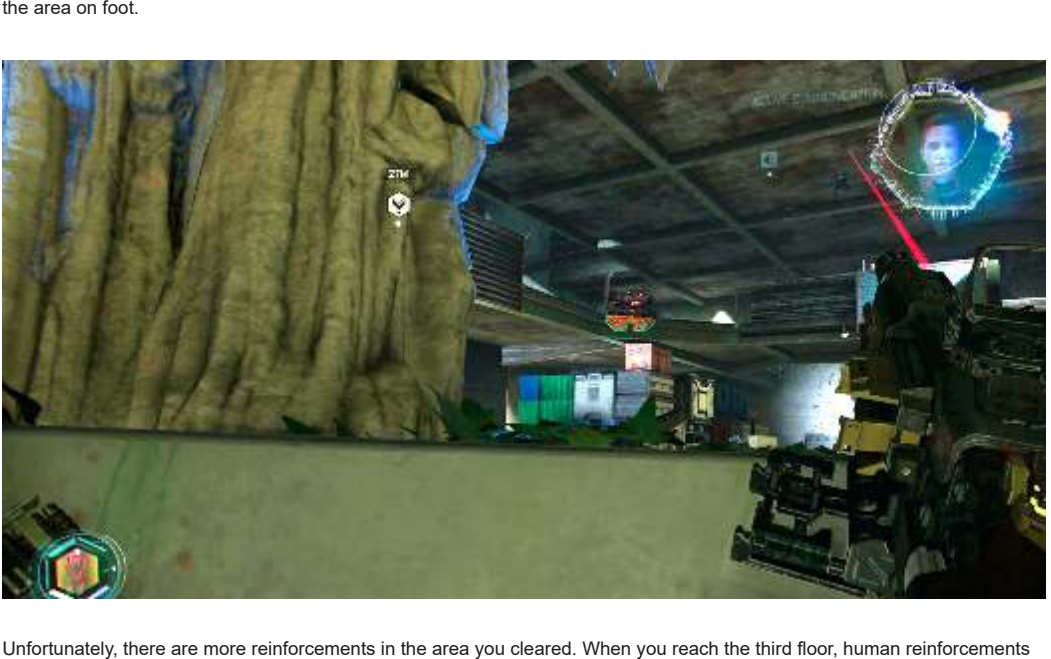
Ⓑ Locate 54i Servers

Inside the building, watch out for a fresh reinforcement of robotic enemies. Stick to cover and fire on them until the entrance area is clear.

The Pointy End

There's a bunch of Stalactites in this area, but the only one you can shoot down is the one by the door here. Wait for a robot to step under the Stalactite, then fire away to crush the robot and earn the Accolade.

Climb the stairs to the second floor and use Remote Hijack on one of the mini-tank drones. Next, patrol the area looking for any surviving enemies to mow down with the tank. When it's as clear as you can make it, exit the drone and proceed to clear the area on foot.

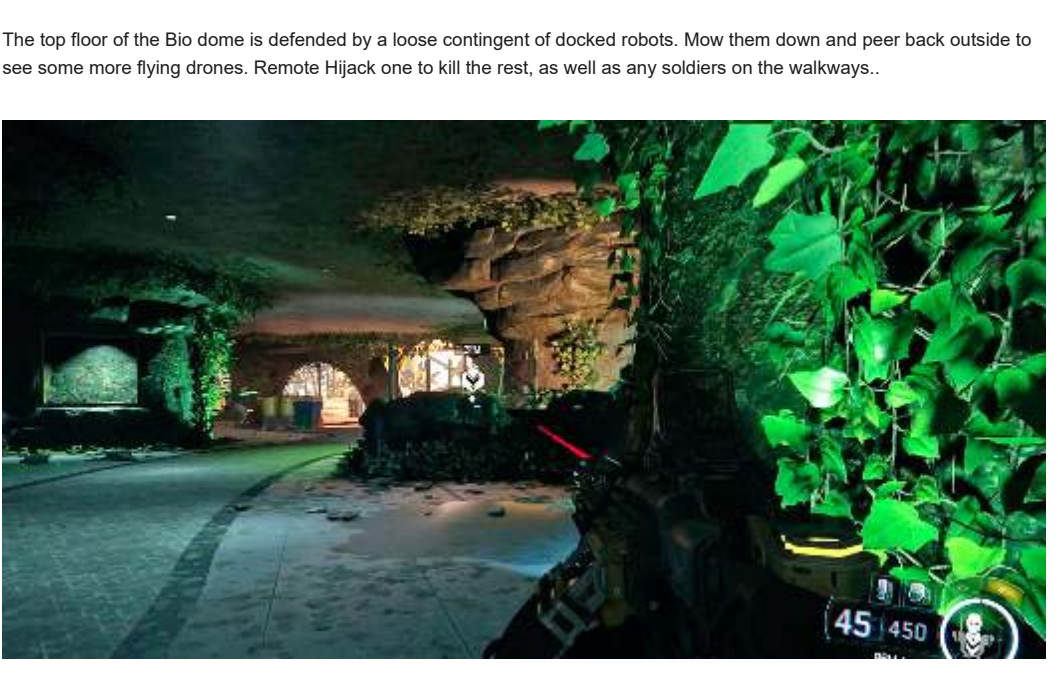


Unfortunately, there are more reinforcements in the area you cleared. When you reach the third floor, human reinforcements arrive in the form of Riot Shield soldiers. Use your LMG to cut through their shields and wipe them out. Give their SMG backup the same treatment. There are some docked robots n the right. Kill them as soon as they activate.

Proceed outside. There's a line of grenade-tossing soldiers hiding behind some of the natural foliage in the area. Use your Tactical display to target them through the cover and kill them before stepping outside.

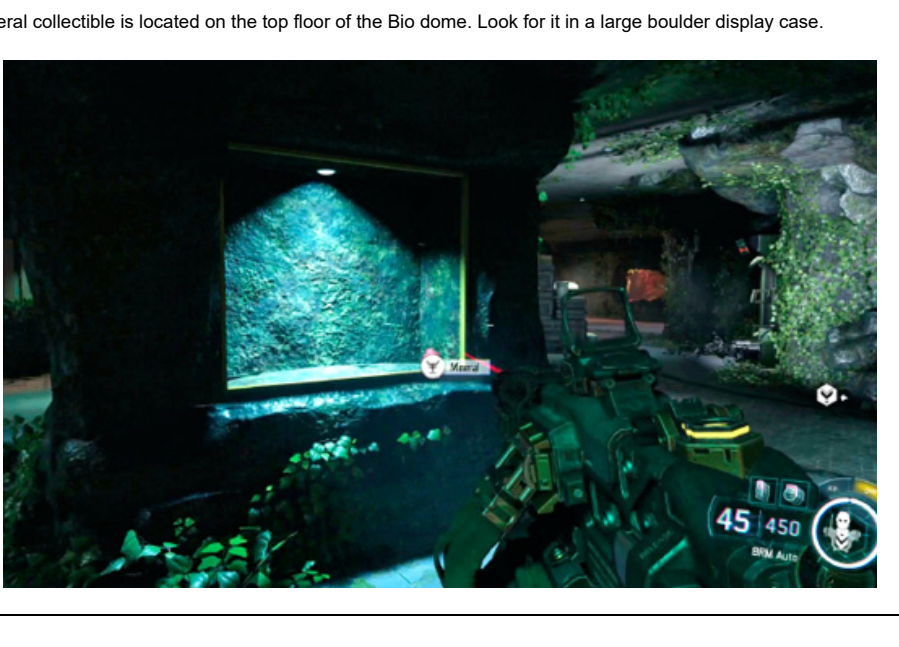
Carefully proceed up the sheet metal stairs. At the top, there are large groups of enemies both directly ahead and to the right. Use the stairs for cover and kill them to clear the way. This task is made slightly easier if you wait for the Talons to show up and Remote Hijack one.

The top floor of the Bio dome is defended by a loose contingent of docked robots. Mow them down and peer back outside to see some more flying drones. Remote Hijack one to kill the rest, as well as any soldiers on the walkways..



COLLECTIBLE **Mineral**

The Mineral collectible is located on the top floor of the Bio dome. Look for it in a large boulder display case.



Carefully exit the top floor of the Bio dome and stay low to the staircase as you move up to the right. When you reach the top, use Remote Hijack to take over the turrets at the back of the server room. This way, you can cut down the robots marching out of the tunnel before they can get a shot off on you.

Three for One

As you round the corner on the top of Cloud Mountain, a very large group of robots marches toward you. This is the perfect group to earn the Accolade. Grab one of the nearby ammo crates and unload frag grenades. If you can nail three with one grenade, you unlock the Accolade.

Before hacking the door at the back of the room, use the chest to change your loadout:

RECOMMENDED LOADOUT

Cybercore: Chaos

Recommended Skills: Blinding Swarm

Primary Weapon: Shotgun

Hack the door at the back to trigger a cinematic and end the first section of the level.

Ⓒ Protect Hendricks

Hendricks is helpless as he uses his DNI to learn what's happened to the data drives. You need to defend him. Hopefully you changed your loadout to Chaos, because Control won't be of much use here. You don't have to be a hero; Hendricks actually can't be hurt as long as you stay alive.

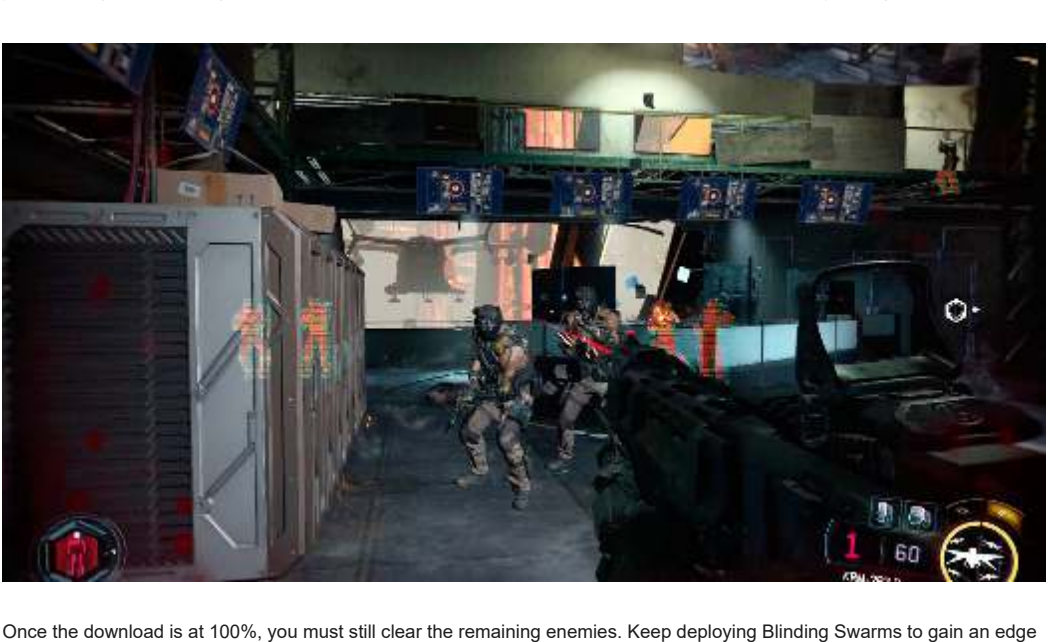
Repelled

To complete this Accolade, you really do need to be a hero! When the enemies break through the glass on the bottom level, there is a VTOL levitating outside. Two zip lines deploy into the server room. You must kill six enemies that rapidly descend down the lines. An LMG is a good choice for this because you need the extra ammo to kill six enemies in a row.

You can use Blinding Swarm to buy yourself some time against the enemies already in the building. This is definitely an Accolade to go for on Recruit difficulty.

Stick to one of the side-rooms and use your shotgun to kill any enemies that get in your line of fire. The shotgun makes it easy to kill multiple enemies without a reload (it's generally one shot per enemy, even on the hardest difficulties).

When you're feeling overwhelmed, send out a Blinding Swarm to weaken and slow down the attacking foes. Be careful if you're hiding in the starting room. There are several doors inside that spawn reinforcements halfway through the battle.



Once the download is at 100%, you must still clear the remaining enemies. Keep deploying Blinding Swarms to gain an edge on killing any survivors.

Luckily, you get several checkpoints throughout the sequence, which makes an unexpected death sting a bit less.

Ⓓ Hook Up to the Z-Trak Line

When you get the all clear, follow Hendricks outside and Interact with the line.

Ⓔ Go to the Far Super Tree

Your first exfil has failed, so now you need to fight through the Super Tree forest to get out with the data drives you've captured from the 54i.

The Super Trees filled with 54 Immortal enemies of all shapes and stripes. Use the Mobile Armory to adjust your loadout before continuing on.

RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills: System Paralysis

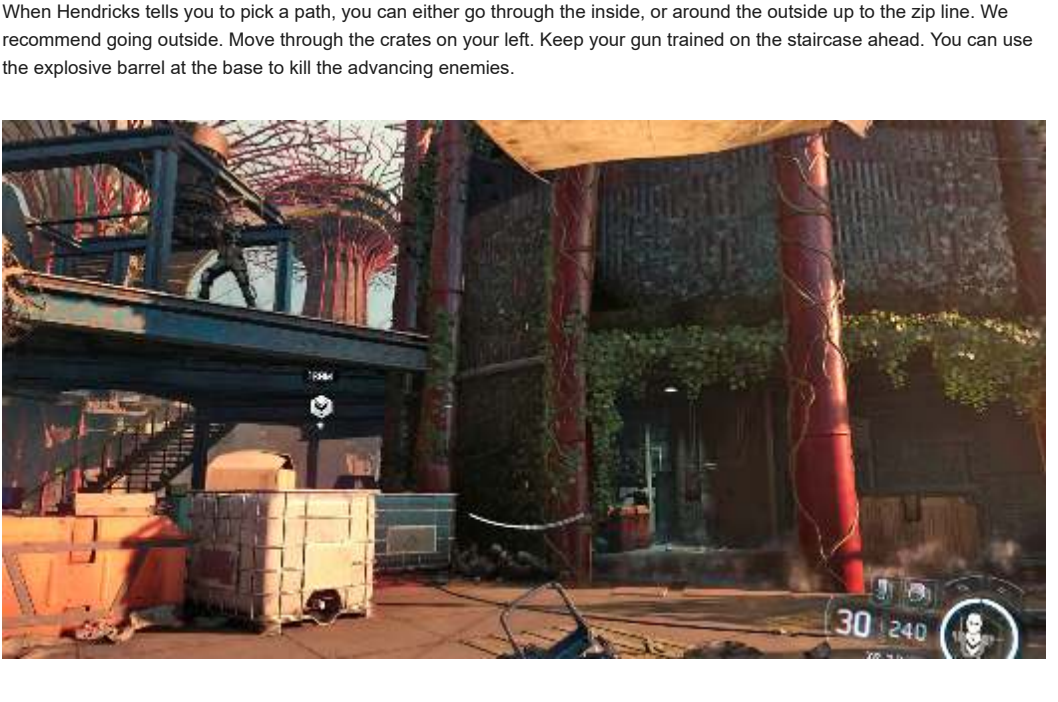
Primary Weapon: Assault Rifle

Follow Hendricks up to the first tree. On your right, you will see a large group of flying drones. Use System Paralysis to quickly down them.

As you move to the next tree, several enemies charge down the bridge. Stay low and score head shots before they get in range. As you proceed down the bridge, watch for enemies zip lining across on the left, you can safely pick them off before they land.

At the end of the rope bridge, many enemies are defending the Super Tree position. This can be a difficult fight, so hang back and use the odd angle to make it harder for enemies to hit you. Watch out for enemies in both the building ahead and behind cover to the left.

When Hendricks tells you to pick a path, you can either go through the inside, or around the outside up to the zip line. We recommend going outside. Move through the crates on your left. Keep your gun trained on the staircase ahead. You can use the explosive barrel at the base to kill the advancing enemies.



Reunite with Hendricks at the top of the stairs. The Wraith arrives to torment you from the skies. Keep an eye on this ship, as it unleashes Machine Gun attacks on you whenever it gets close.

Use System Paralysis to down the drones on your right. After the Wraith flies away, it's time to choose paths. You can go on the tree to the left (Tree 6) or the tree on your right (Tree 4). We recommend the latter. Use the Zip line to dash over to Tree 4.

Action Hero

This is where you earn the Action Hero Accolade. You must kill enemies with your pistol as you are utilizing the zip line. This can be tricky, but you only need to get three throughout the course of the level. Note that flying drones do not count toward this Accolade.

Loyal Hendricks

No matter where you go in the level, Hendricks follows you and provides fire and cover support.

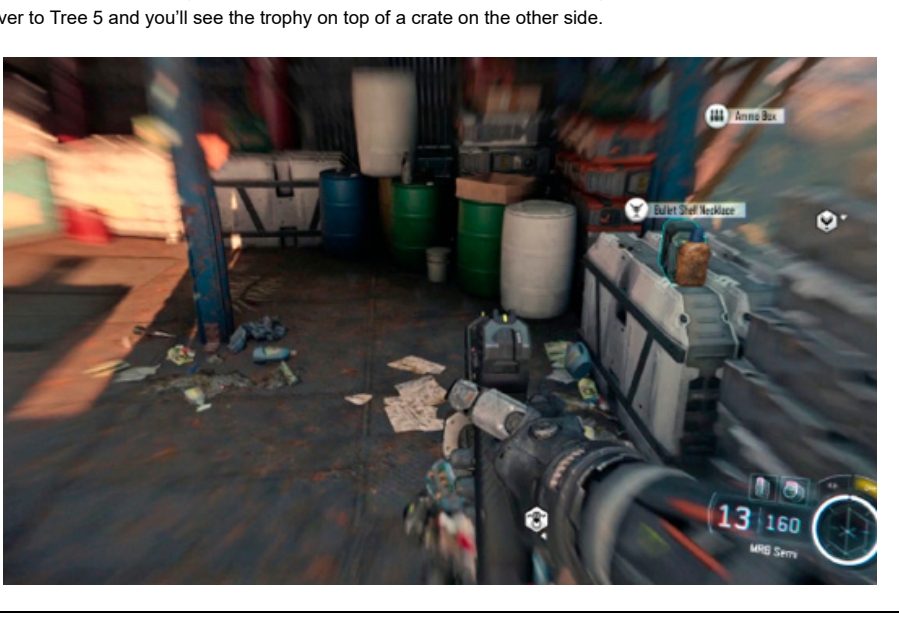
Fighting through the rest of this section of the level is straightforward. Each Super Tree is filled with enemies, and you need to zip line over to secure the tree and continue. You can either go straight for your objective (marked on your HUD) or continue to explore to earn more Accolades and score by wiping out all of the enemies.

One thing you should watch out for are enemies using the zip lines to come up behind you. Always keep an eye on your back, and if you spot an enemy zip-lining before he lands, shoot him down.

After you've cleared Super Tree Four, you can either take the zip line to Super Tree 5 on the left or Tree 6 straight ahead. The more direct way to the level exit is Tree 6.

COLLECTIBLE **Bullet Shell Necklace**

To get the last level collectible, you must divert to Tree 5, which is off the main objective route. Take the upper line from Tree 4 over to Tree 5 and you'll see the trophy on top of a crate on the other side.



When Super Tree 6 is clear, head to the top and the zip line across to Super Tree 7. This tree is falling over, but has your exfil point. Run up the stairs on your right.

Skeets

Use a Sniper Rifle to pick off three Talons in a row to earn this Accolade. You can actually do this at any point in the level, but there are plenty of Talons in this last area.

Air Superiority

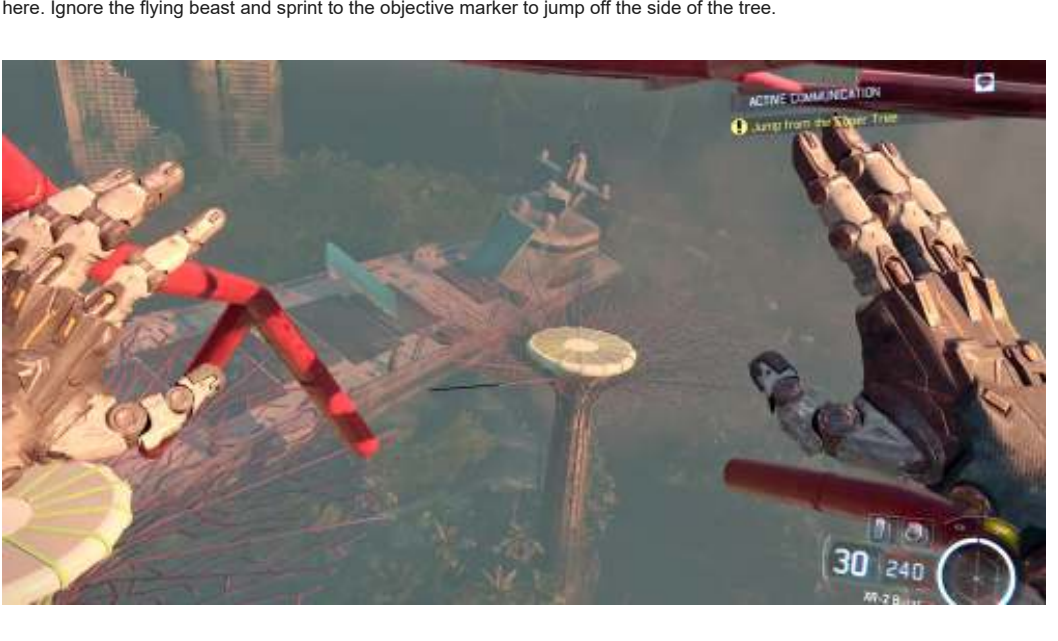
If you have good cover and have weeded out most of the soldiers in the area, this is a good opportunity to take down the enemy Wraith and earn the Air Superiority Accolade. It takes a lot of hits, but can be done fairly easily with a Sniper Rifle, just watch out for the rockets.

Clean Sweep

This Accolade is earned by killing all enemies in the trees. There's no rush here, so move freely between the tree platforms until you're confident you've searched all the trees and killed all the enemies in every nook and cranny.

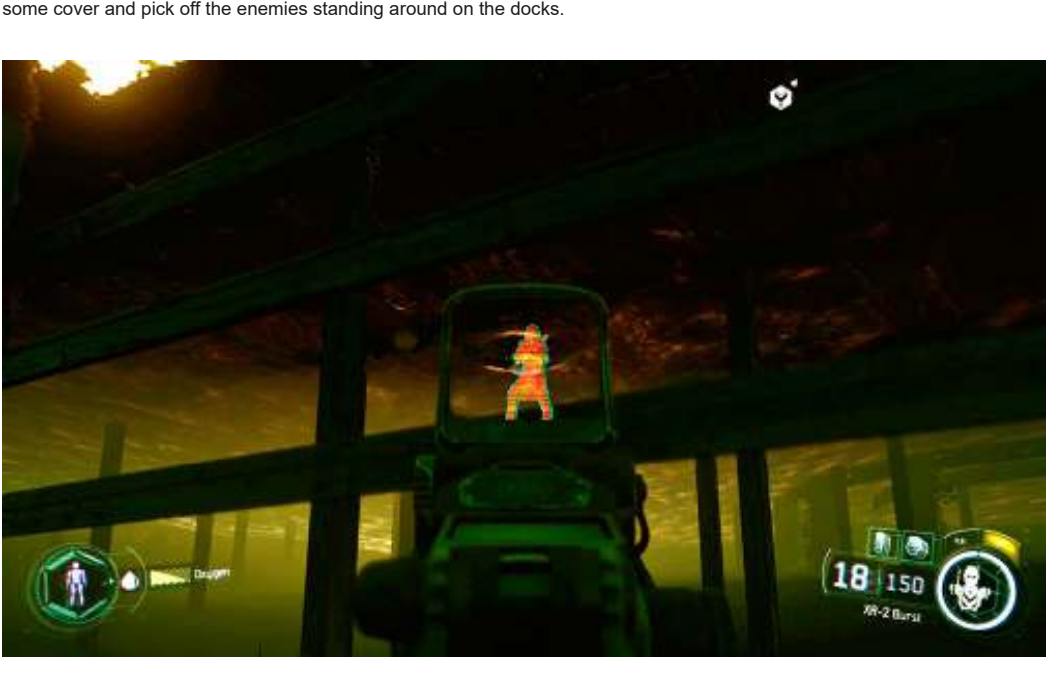
Ⓕ Jump from the Super Tree

Look for the elevator shaft on the second floor. Move toward the shaft to repel up to the top of the tree. At the top, a Wraith is here. Ignore the flying beast and sprint to the objective marker to jump off the side of the tree.



Ⓖ Secure the Dock

You land underwater. Swim forward, shooting at enemies above you. When Hendricks leaves the water, follow him up. Find some cover and pick off the enemies standing around on the docks.



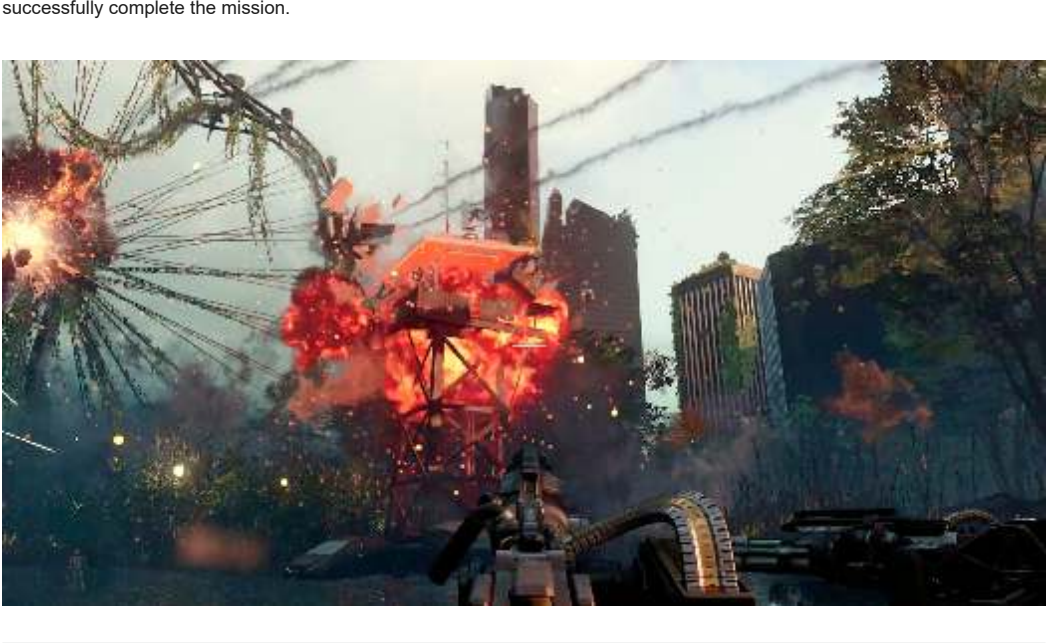
Up Periscope

Kill four enemies from underwater in this section to earn the Accolade. Use your Tactical Mode to spot the enemies standing on the docks.

Ⓗ Board the Air Boat

Once you've secured the dock, it's time to hop aboard the Air Boat. Kane drives your boat remotely, so you and Hendricks can focus on killing enemies.

The sequence is short and sweet; just keep your gun trained on the enemies in the towers and flying overhead to successfully complete the mission.



Wreckage/Vehicular Slaughter/Trick Shooting

All of these Accolades can be earned during the final Airboat sequence. Use the Airboat's guns to cut down enemy trucks, guard towers, and Talons to quickly rack up the kills necessary to reach each target.

05 Hypocenter

05 Hypocenter

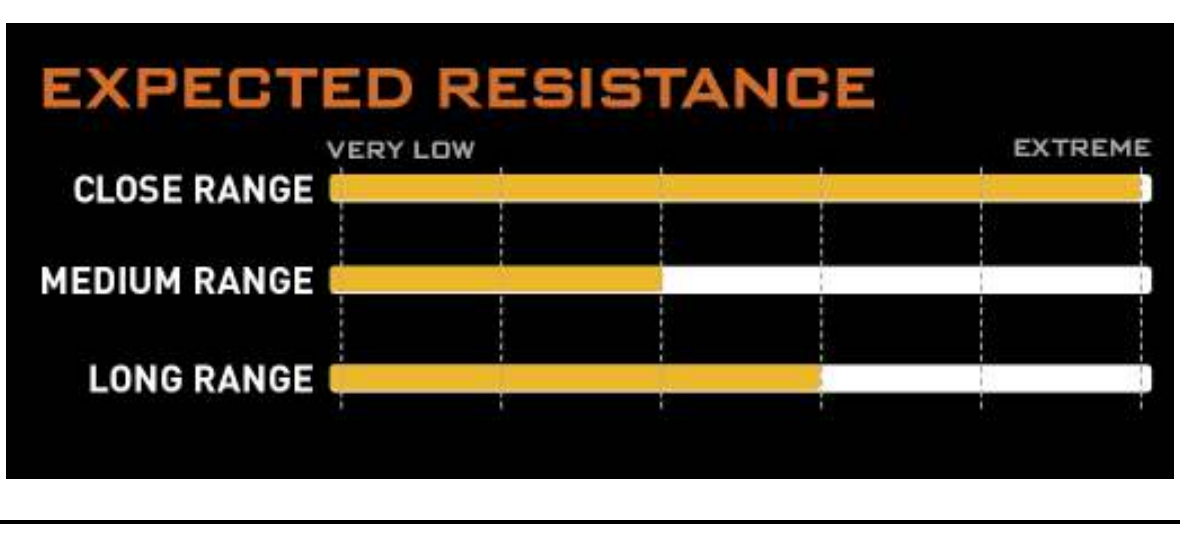
Singapore, Coalescence Corporation

Day 2

Mission Briefing: Investigate Coalescence Corporation facility—Ground Zero of the Singapore disaster—in search of an explanation for your former allies' betrayal.

Mission Objectives

- Ⓐ Go to the Facility Entrance.
- Ⓑ Defeat the A.S.P.
- Ⓒ Search the Coalescence Facility for the Signal Beacon.
- Ⓓ Descend into the Core.
- Ⓔ Eliminate All Hostiles.
- Ⓕ Go to the Signal Source.
- Ⓖ Disconnect Diaz from the Server System.
- Ⓗ Defend Hendricks.
- Ⓘ Get to the Surface.



ACHIEVEMENT **Into the Abyss**

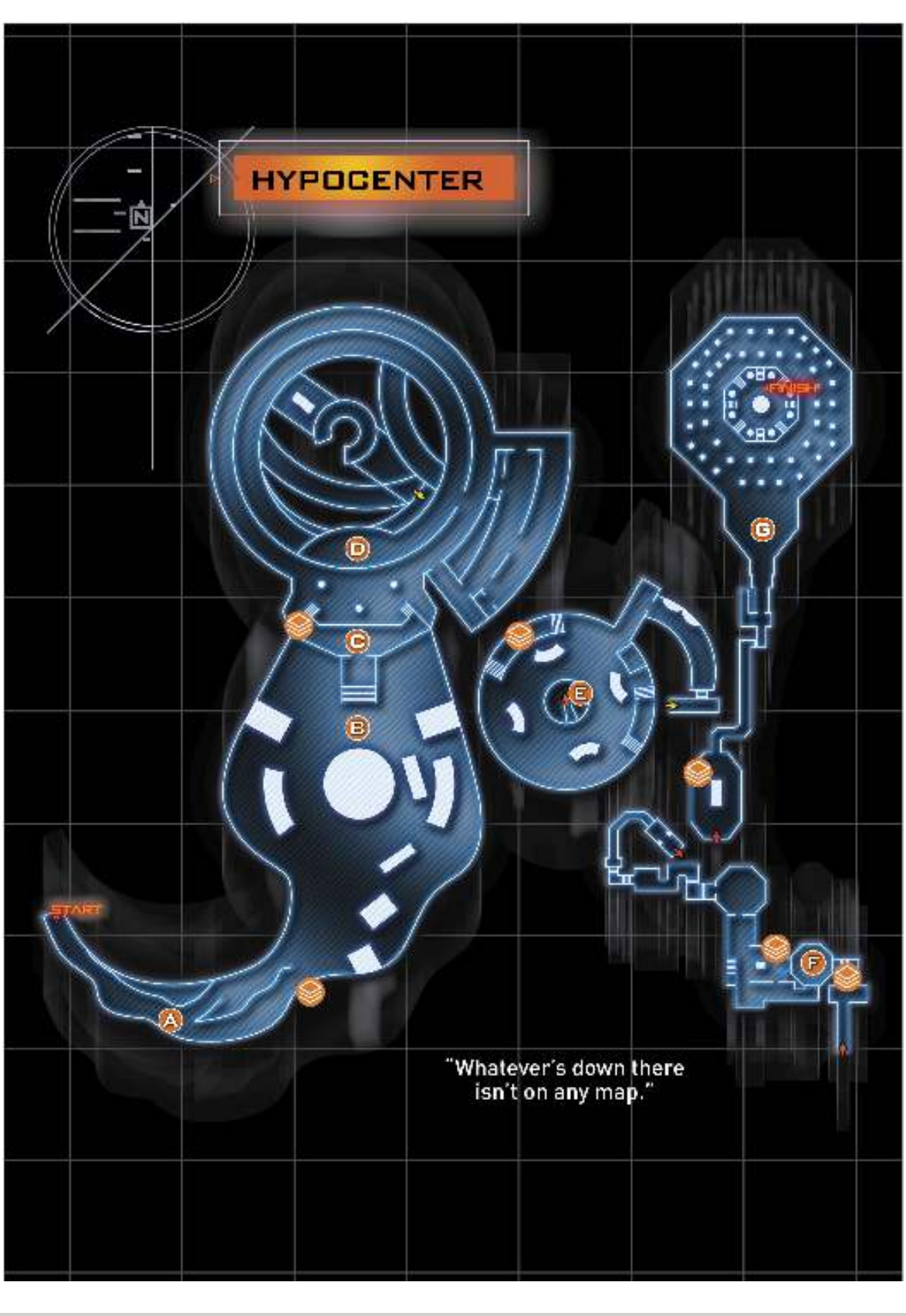
To earn this Accolade, you must complete Hypocenter on Hardened or higher difficulty.

Armed Salvage Team: Recon has identified a 54i salvage team at the objective site. They are well armed and expected to defend their position.

Light Vehicles: Light enemy vehicles have been sighted in the area of operations.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 27,500 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Two Birds With One Stone	500 XP
Kill two enemies with one bullet.	
Devastator	250 XP
Melee kill 5 robots.	
Scorcher	500 XP
Burn 5 robots in less than 1 second.	
Decapitator	1000 XP
Shoot the heads off of five robots in a row without missing a shot.	
Patient Hunter	250 XP
Stealth kill 7 enemies.	
Caught You Napping	250 XP
Kill the snipers without alerting any enemies.	
Where'd That Come From?	250 XP
Kill 4 enemies from 65 meters away.	
Shocking Results	1000 XP
Electrocute 3 robots in one electrical explosion.	
No Survivors	Fabrication Kit
Leave no 54i survivors.	
Good Listener	250 XP
Listen to all of the Audio Recordings	
Mercurial	500 XP
Take no damage from depth charges.	
Mine-Sweeping	250 XP
Destroy 10 depth charges.	
Bombardier	500 XP
Kill 2 enemies with a rocket while in the air.	



RECOMMENDED LOADOUT

Cybercore: Chaos

Recommended Skills: Adaptive Immolation, Electrostatic Arc, Firefly Swarm

Primary Weapon: Sniper Rifle with Suppressor (needs to be customized)

Ⓐ Go to the Facility Entrance

Your team is looking for answers in the Coalescence Corporation headquarters. Long abandoned, the 54 Immortals are already there, seeking their own answers.

If you use the suppressed Sniper Rifle, you can kill several enemies before getting detected by the small army posted outside. However, you do need to have leveled the rifle a bit in previous levels to unlock the Suppressor. If you don't have a Suppressor, that's fine, but your first shot sets off an alarm.

Start with the snipers on the roof to your left, and the additional one across the encampment. Next, focus on killing enemies standing alone.

Two Birds with One Stone

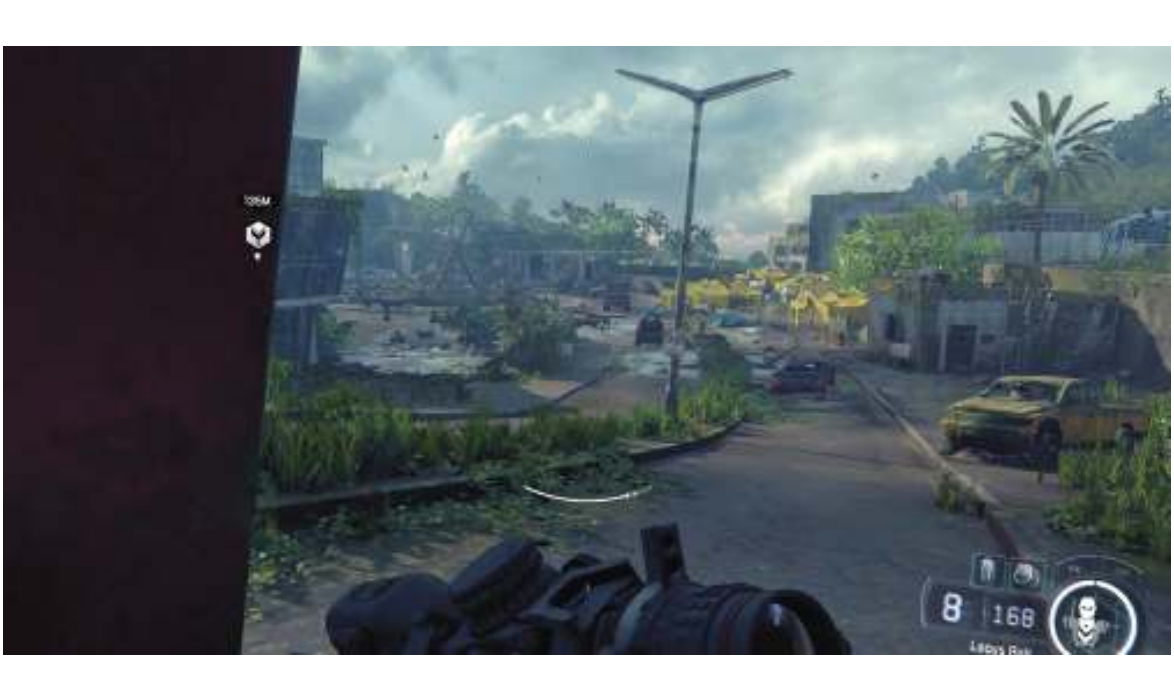
When Hendricks is waiting for your shot, you can nail this Accolade right out the gate. Toward the back of the area you are looking down on, you should see a group of three soldiers talking. Move all the way over to the left side of the area and you can line up two of the soldiers. Make the shot with a powerful enough Sniper Rifle to earn this Accolade.

Where'd That Come From?

If you're using the recommended Sniper Rifle in this area, keep killing enemies from as far as your rifle's range allows. This Accolade should unlock before the end of the fight.

Stay up on the hill, providing cover for Hendricks as he advances through the enemy's ranks.

After you've brought the mortality of the 54 Immortals into question. Drop to the street below and move up toward the parked Technicals. Make sure you clear additional enemies as they pop on your Tactical HUD. The area needs to be secured before you make it up to the fountain—there's a nasty surprise ahead!



Patient Hunter

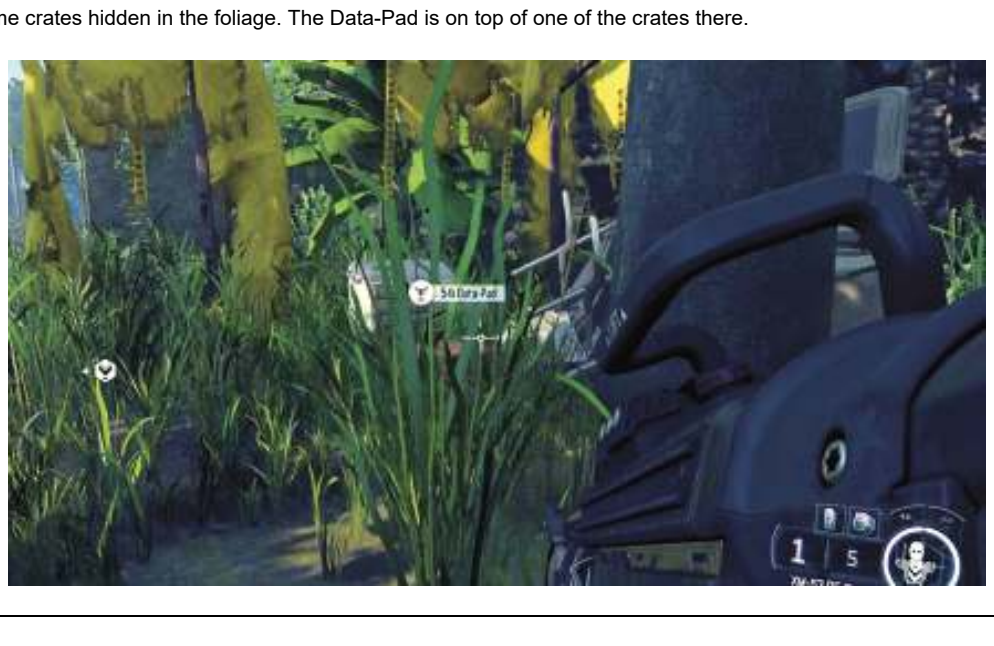
When using a Sniper Rifle with suppressor, you can pick off enemies without alerting the base. Pick off seven in this opening area to earn this Accolade.

Caught You Napping

There are three snipers patrolling the rooftops of this area. Find them with your suppressed Sniper Rifle's scope and pick them off with headshots. If you manage to find and kill all three, you earn this Accolade.

COLLECTIBLE **54i Data-Pad**

Before opening fire on the village, head to the end of the upper arrival path. This area has a lot of jungle. Look for a tent with some crates hidden in the foliage. The Data-Pad is on top of one of the crates there.



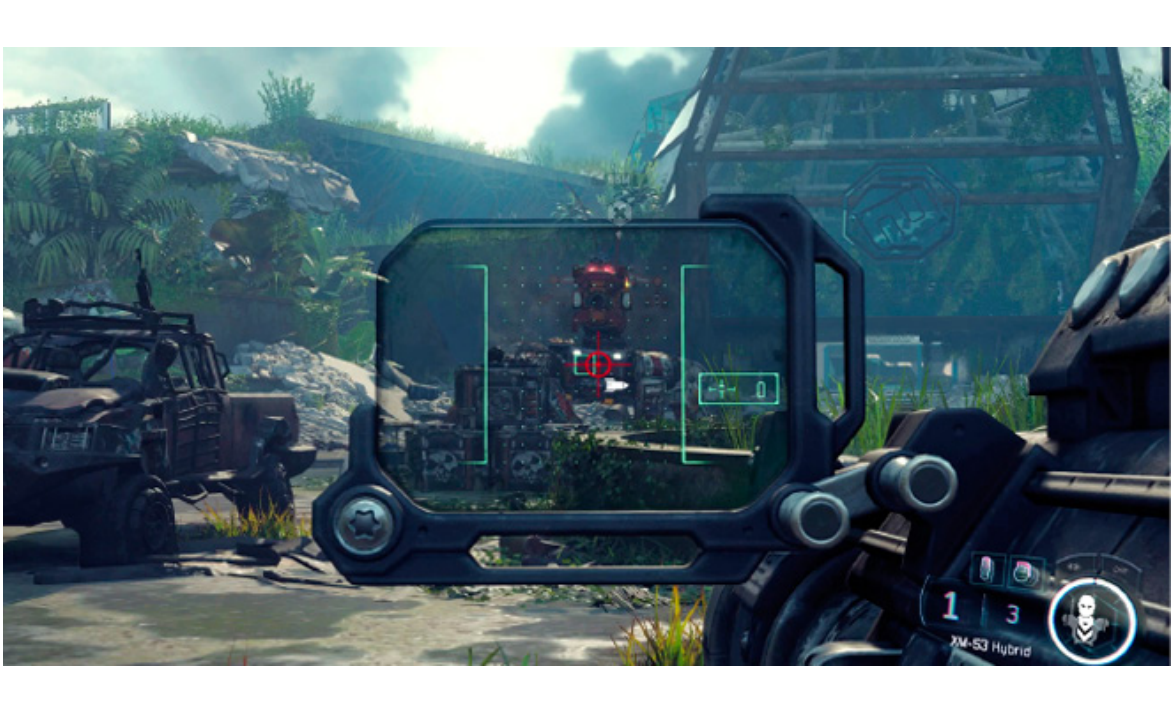
Bombardier

You need to kill two enemies with a rocket while in the air. The easiest way to do this is to equip the fire rocket launcher in your Secondary slot. Then, run into the village, wait for two enemies to group up below, and fire a rocket to kill both while you're in the air.

Ⓑ Defeat the A.S.P.

When you make it up to the fountain, the A.S.P. automated tank activates at the front of the facility. This is not a tank the 54 Immortals are controlling; it opens fire on any remaining Immortals in the area. Search the rooms in the area for a XM-53 Missile Launcher. This is your primary method of attack.

Unfortunately, the A.S.P. has a special anti-missile field, which makes hitting it impossible while the shield is up. To deactivate the shield, hit the tank at its base until your team informs you that the defenses are down. You can then unload with your rocket launcher. The A.S.P. takes 1-3 rockets to bring it down.



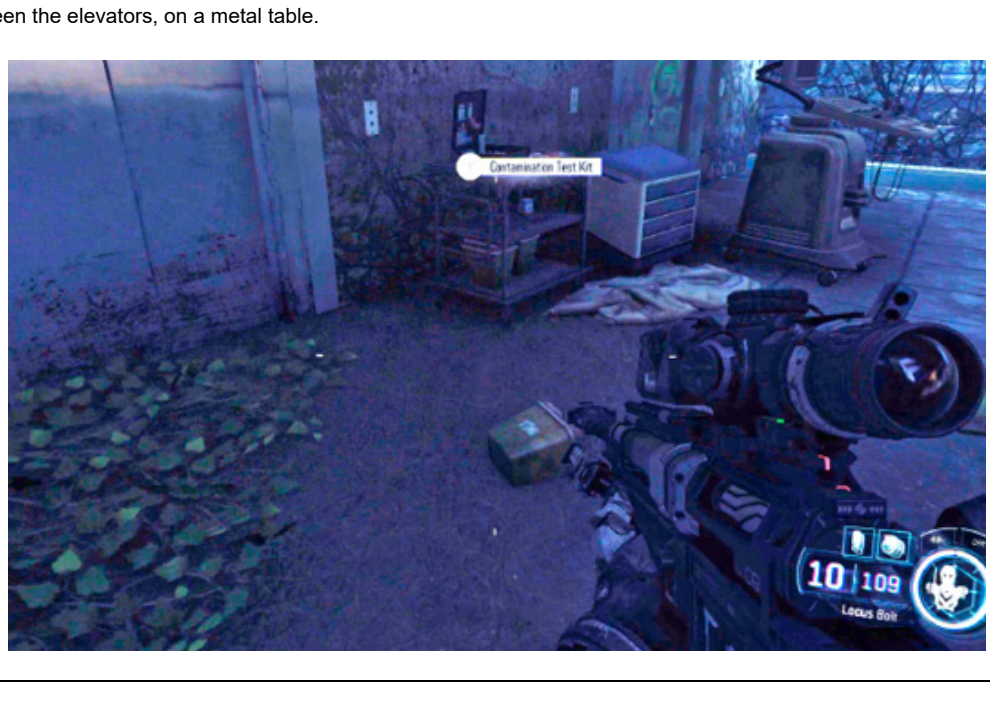
When the A.S.P. falls, it is safe to move up to the front door of the facility.

Ⓒ Search the Coalescence Facility for the Signal Beacon

The Coalescence headquarters are an awesome sight. Stick with Hendricks as he moves across the lobby to the door in the back. When you get inside, you will see a pit. That's your target.

COLLECTIBLE **Contamination Test Kit**

When you enter the Coalescence building, head all the way down the left hallway. The Collectible is at the end of the hall, in between the elevators, on a metal table.



Kane reports a nearby signal beacon. Look for it on a nearby corpse and Interact to get more information about it.

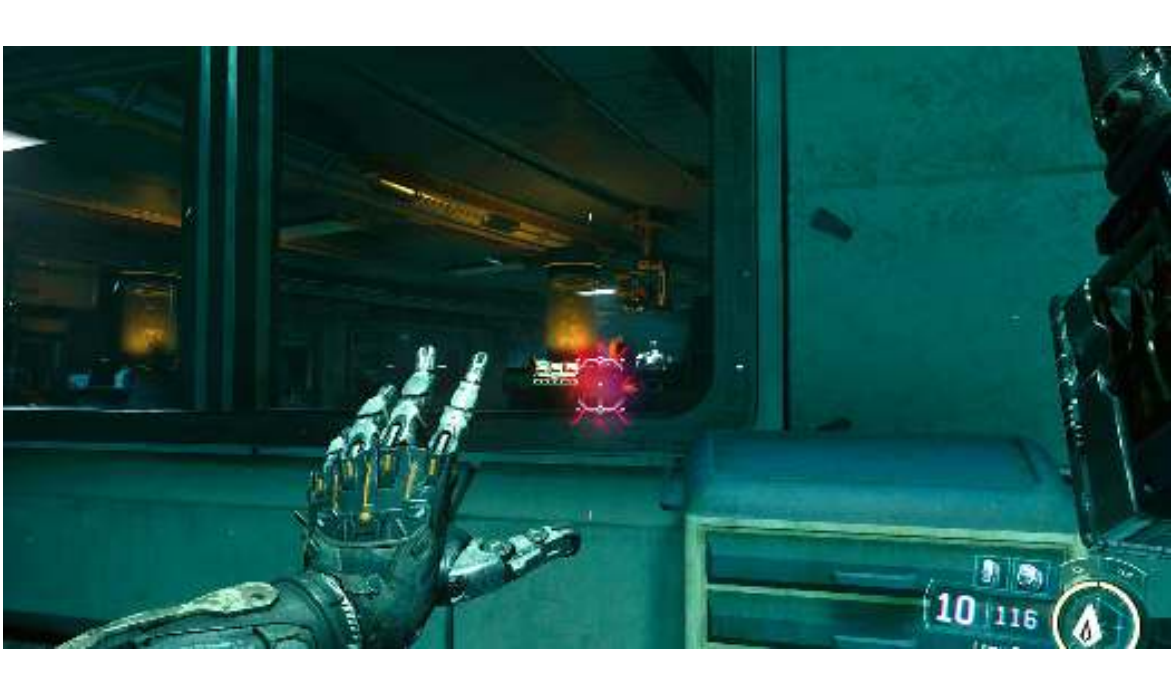
Ⓓ Descend into the Core

Hendricks deploys a mapping drone, then jumps down into the pit. Follow him around. As you're moving down the pit, avoid jumping too far—one misstep and you'll be sent back to your last checkpoint.

Follow Hendricks down as he moves from floor to floor. When you reach level eight, you find some 54i troops investigating the rooms. Hendricks makes it your call when to engage. There are several normal 54i soldiers led by a Warlord. The Warlord is the biggest problem here, and unfortunately stealth isn't an option since the enemies are grouped too closely together.

If you have the recommended load skill of Adaptive Immolation, you can target one of the soldiers standing near the Warlord and cause a chain grenade explosion.

Once you've engaged, back off the way you came and wait for the enemies to come at you from the hallway. Pick them off with your rifle before they can get close.



Use Firefly Swarm to soften up the Warlord and any remaining enemies. After you've neutralized the small 54i force, continue following Hendricks below.

Soon, you come across a dark room with trapped robots inside. Don't worry, they're safely secured. Robots are always controlled by human operators so Hendricks and Kane are confused as to why they appear to be active.

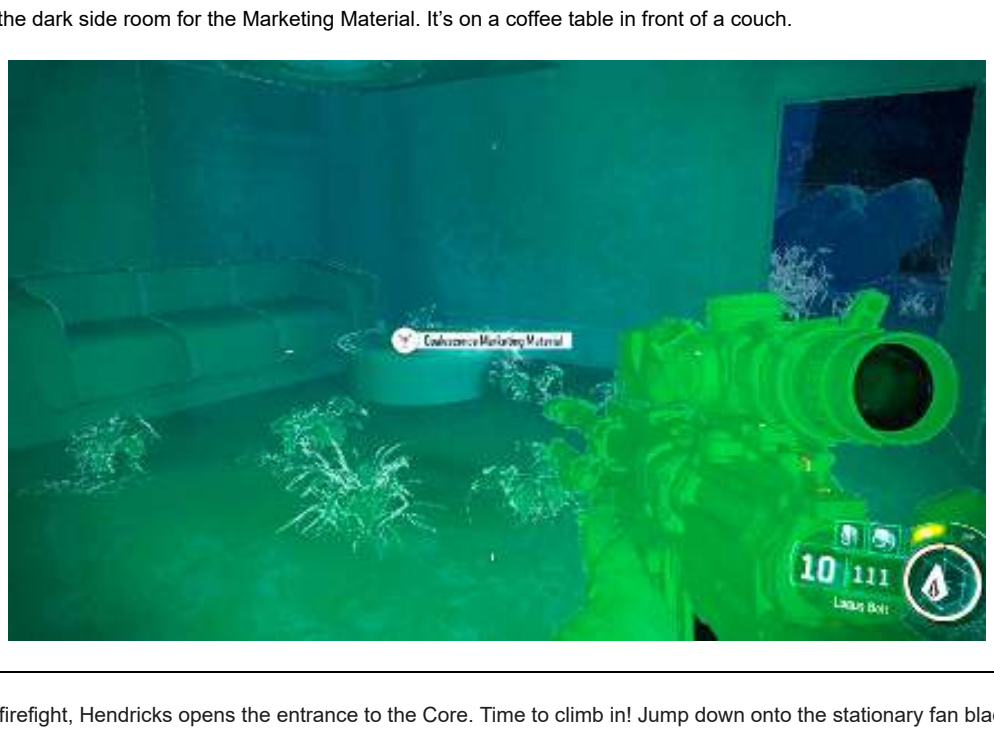
The bottom of the Core is just past this room. Find some good cover and get ready for a fight.

Ⓔ Eliminate All Hostiles

While examining the Core, Hendricks is attacked by a robot! Stay in cover and pick off the robots as they attack from the windows above. Use Immolation to chain-kill groups.

COLLECTIBLE **Coalescence Marketing Material**

Search the dark side room for the Marketing Material. It's on a coffee table in front of a couch.



After the firefight, Hendricks opens the entrance to the Core. Time to climb in! Jump down onto the stationary fan blades and slip through to the walkway at the base.

It's dark down here, so turn on your EV. Follow Hendricks closely, and be very careful not to fall in the pit in the center—it's certain death.

At the base of the Core, you find a trashed office and a CIA spec ops logo. Time to investigate further. Change up your loadout first; you need an SMG for the next section.

RECOMMENDED LOADOUT

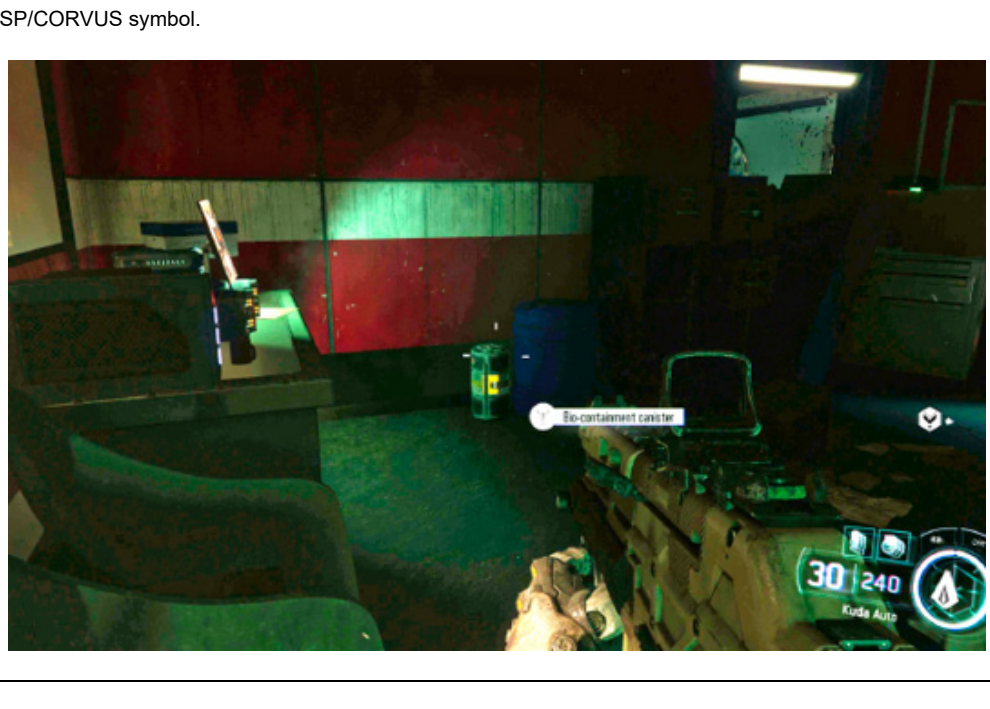
Cybercore: Chaos

Recommended Skills: Adaptive Immolation, Electrostatic Arc, Firefly Swarm

Primary Weapon: Assault Rifle

COLLECTIBLE **Bio-Containment Canister**

This collectible is in the office where you discover the C.I.A. symbol. It's in the dark directly on the other side of the wall that has the SP/CORVUS symbol.



Ⓕ Go to the Signal Source

Jump down to the circular room where Hendricks is standing. Get ready for a serious robot fight. Several robots jump down and attack when the steam in the center of the room releases.

If you're using the Chaos DNI set and have Electrostatic Arc unlocked, this fight can be significantly easier. Each melee attack blasts nearby enemies.

After the first fight, watch out for the legless robots shooting from the floor grates. Don't follow Hendricks through the middle door. Instead, move through the left door into the next chamber.

If you're playing on a hard difficulty, avoid engaging in melee after the first room. The robots can one- or two-hit you at melee range, but have no ranged weapons. It's better to weed them out before they are close enough to hit you.

Devastator

The robot ambush is an excellent point to earn the Melee Robots Accolade. Simply melee five robots as they activate in the small room.

Once you've killed the initial wave of robots, proceed through the back door and into corporate rec room.

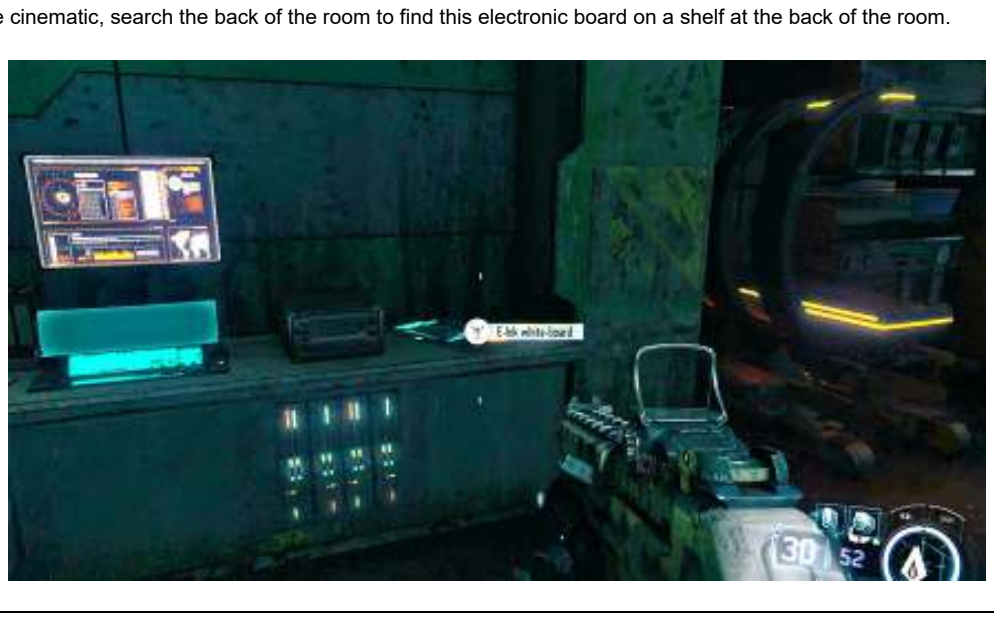
Good Listener

For this Accolade, you must listen to secret Dr. Salim recordings. When you approach the computers off the rec room, you can hear each of Dr. Salim's recordings. You must listen to seven recordings. Activate both the orange-screened computers and the computers with blue keyboards.

Continue downstairs into the med ward and hack the panel.

COLLECTIBLE **E-Ink White Board**

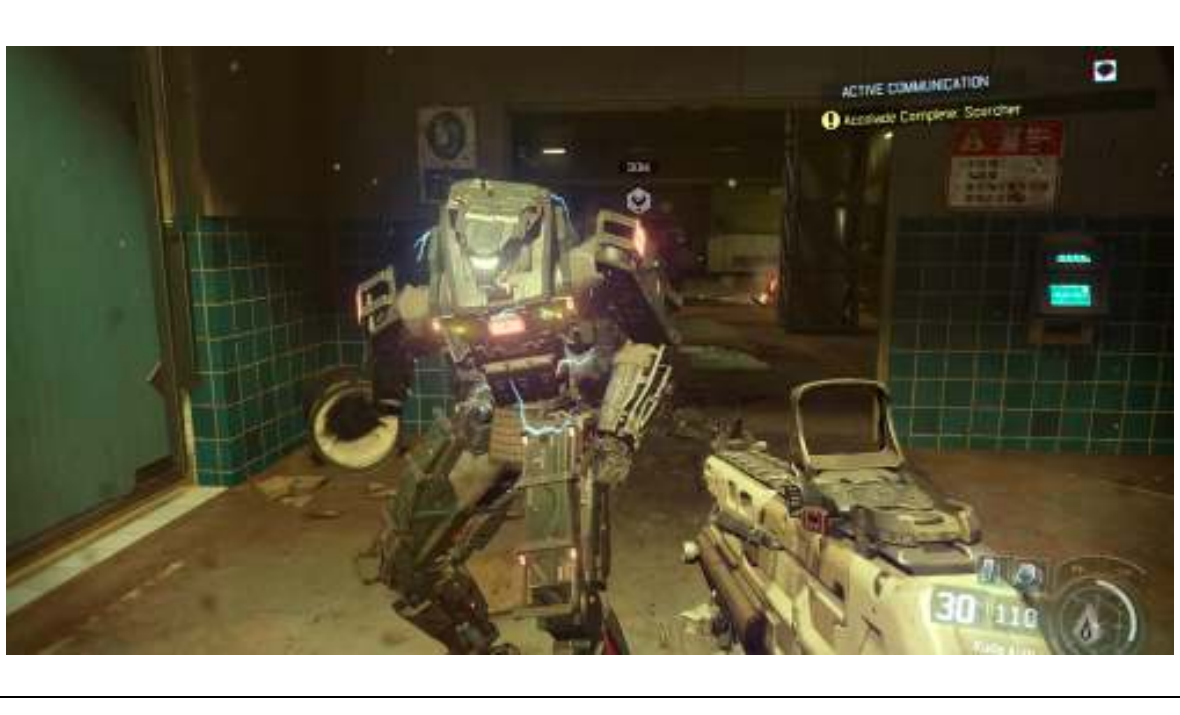
After the cinematic, search the back of the room to find this electronic board on a shelf at the back of the room.



Now it's time to find out who's operating these robots! Exit the room downstairs and turn on your EV. Unfortunately, intense radiation kills your night vision. Wait for Hendricks to climb up above and open access to the next room.

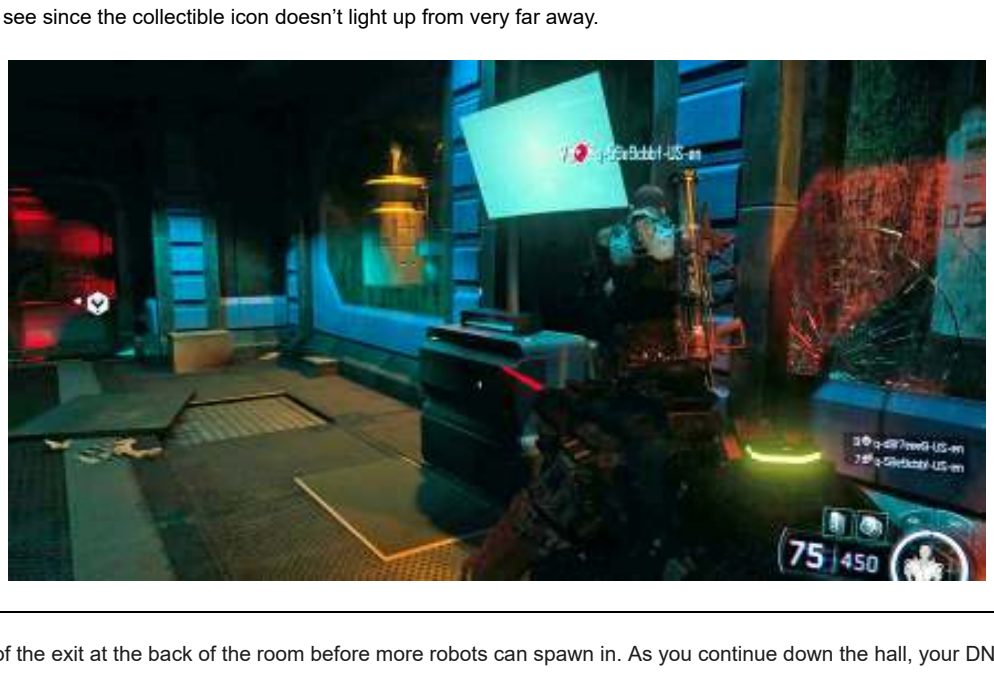
This area is a challenge. It's very dark and you've lost your Enhanced Vision and DNI abilities. Go down the left path and be ready for some more melee robots. Spray them with your SMG before they can get in range.

The left room empties back into the main chamber. There, several more robots reincarnate and attack you. Continue spraying them with your SMG; if they get too close, a quick electric melee attack does the job.



COLLECTIBLE **Prototype DNI Implant**

Look for this implant in the room on the right, just past the dark room where the robots emerge from the water. This can be tricky to see since the collectible icon doesn't light up from very far away.



Run out of the exit at the back of the room before more robots can spawn in. As you continue down the hall, your DNI abilities come back online. Ahead are dozens of docked robots. When they start to come to life, either sprint through or retreat back to pick them off with your weapon of choice.

At the end of the hallway, there's a Mobile Armory. Use it to switch back to the Sniper Rifle and step on to the elevator.

RECOMMENDED LOADOUT

Cybercore: Martial

Recommended Skills: Camouflage

Primary Weapon: Sniper Rifle

Ⓖ Disconnect Diaz From the Server System

Diaz isn't only connected to the Server, but he's in control of a seemingly endless supply of robots. His robots won't attack when you first step into the room, but they will attack if you do.

To take down Diaz, Hendricks and Kane must expose the Cooling towers for you. When one of the Cooling towers is exposed, shoot it with your Sniper Rifle to destroy it. Then you can use your Camouflage skill to sneak up to Diaz in the center of the room and explode the component.

You must do this three times. Diaz has an endless supply of robots, so there's not much point in trying to kill them beyond extra points. The safest bet between each Cooling Rod is to hang on the outer ring of the area using the large pieces of cover from the ranged robots. Keep moving in a circle around the outside to avoid getting jumped by the melee robots.

Ⓗ Defend Hendricks

After destroying the first two towers, the glass booth Hendricks is occupying is attacked by electric robots. Use your Sniper rifle to pick them off before they can explode. Look for Hendricks above you. When you find him, use the pillars for cover and keep your gun trained on the booth, shooting the robots as soon as they jump on the glass.

After you've killed just about a half dozen, Kane opens up Cooling Tower three. Shoot it with your Sniper Rifle, then run up to the center console for one last grenade chuck.

Special Abilities

This last phase of the boss fight is your shot to nail five robots with Inferno and earn the Accolade. Just wait until the electric-charged robots are grouped together, then unleash an Inferno attack.

For his final defense, Diaz unleashes electric-charged enemies. They stumble toward you and explode if you get too close. Avoid them and move up on the center generator to finish the fight.

Ⓘ Get to the Surface

After the cinema, get ready to move. You need to evac before the whole place comes down around you! Follow Hendricks up the stairs, then charge down the main corridor. Don't stop to fight the 54i. You can just charge through, only shooting at enemies directly in your way.

When you get to the upper catwalk area, use your Sniper Rifle to pick off the robots on the other side, then jump down to the flooded computer room below. Run to the busted door at the back of the area and wait to open it with Hendricks.

While Hendricks is working on the door, some of 54 Immortal Robot and soldiers attack. Use the crates for cover and mow the enemies down as they approach. Be careful of grenades—the corridor is very narrow and it can be difficult to toss one back in time.

When Hendricks lets you know, move to the door and hit the Interact button to flood the area. The next room has a few robots inside. Shoot them down, and then swim up to Hendricks and wait for him to open the second door.

After getting sucked back into the main tunnel, neutralize the robot defending the area, then look up. Above you are Depth Charges. Shoot them with your weapon to safely destroy them from afar. If you get too close a Depth Charge, it sticks to you and explode, inflicting massive damage.

When you've cleared out the first set of charges, swim up to the next area, which is filled with charges. The easiest way through this part is to hold down the Sprint button and quickly swim up to the red flare. If you hear a Mine activate, try to sprint away from it, or quickly turn and shoot it.

Mine-Sweeping

Shoot 10 Depth Charges in this section to earn the award.

Mercurial

This difficult Accolade is earned by completely avoiding damage from the mines. The easiest way to do this is to avoid them altogether by sprinting out of the area (after you've destroyed the first set of mines).

06 Vengeance

06 Vengeance

Singapore, Safe Zone

Day 3

Mission Briefing: Disobey a direct order—and move to prevent the 54 Immortals from overrunning the CIA safe house—in order to secure LNO Kane for extraction

Mission Objectives

Ⓐ Go to the Safe House.

Ⓑ Go to Vantage Point.

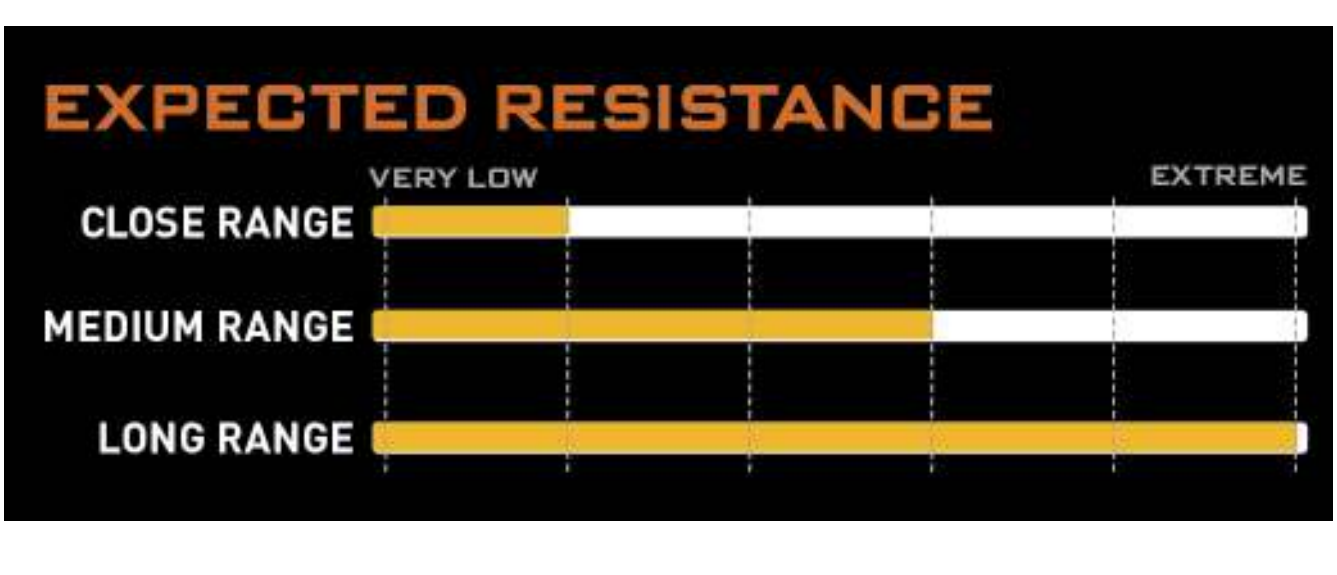
Ⓒ Go to the Safe House. (Part 2)

Ⓓ Neutralize the 54i Combatants.

Ⓔ Destroy the A.S.P.

Ⓕ Go to the Safe House. (Part 3)

Ⓖ Go to the safe house panic room.



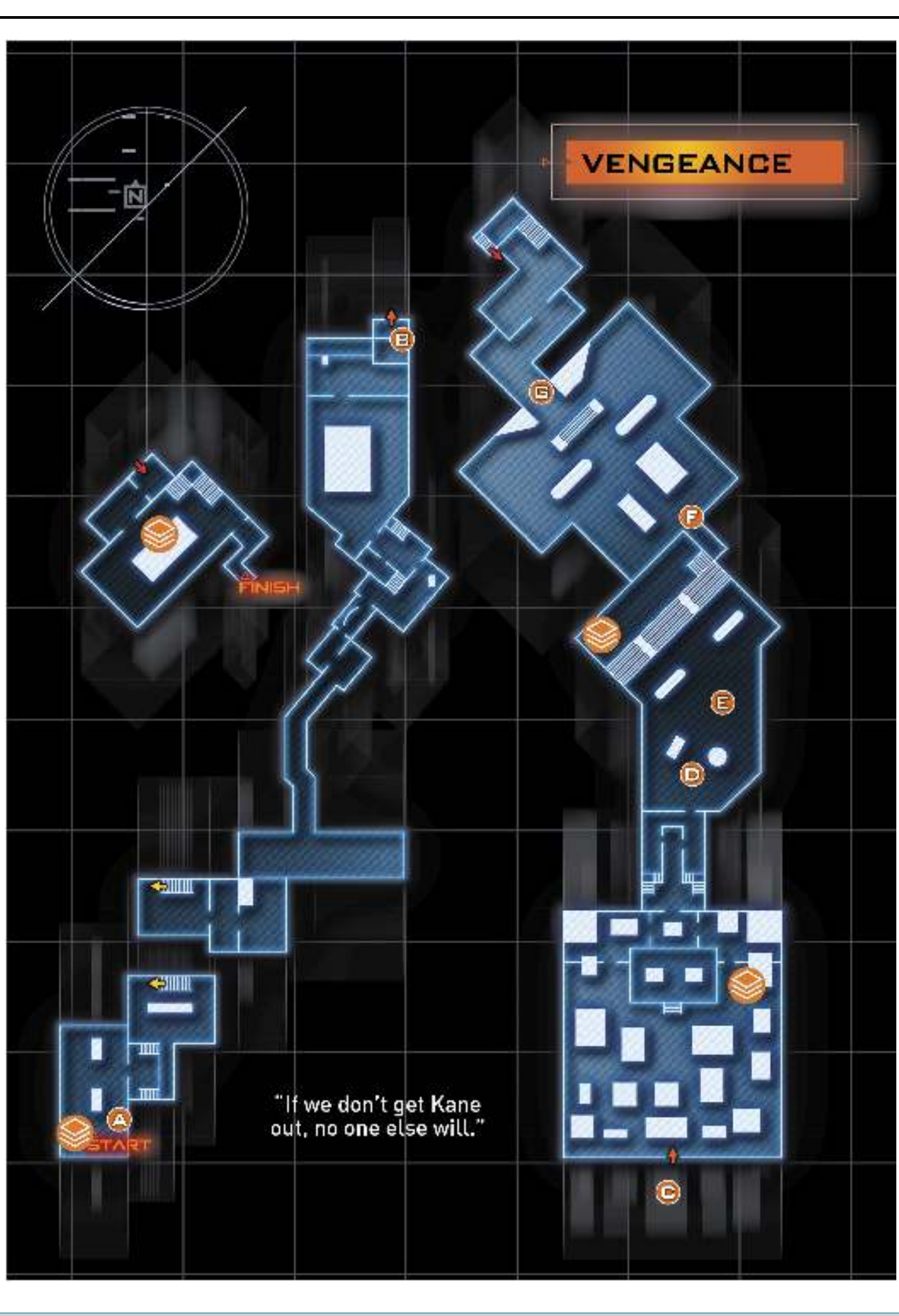
54i Raiding Force: A substantial 54i raiding force is sweeping through this area toward the Safe house. They are heavily armed and extremely dangerous.

Combat Robotics: The 54i are supported by both heavy and light robotic combat units.

Level Accolades	
Accolade Name	**Reward**
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 12,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Aggressive	250 XP
Kill all enemies in the apartments before Hendricks does.	
Floor 'Em	500 XP
Take down all enemies within 6 seconds.	
Show Off	250 XP
Kill a sniper during a wall run.	
Like a Ghost	1000 XP
Get through café area undetected.	
Eye in the Sky	250 XP
Destroy all Talons in the café.	
Cut Ya	500 XP
Stealth melee kill 5 enemies in the café.	
To the Shadows	Fabrication Kit
Get through temple undetected.	
Whisper	500 XP
Kill 5 enemies without any of them becoming alerted.	
Stealth Double Kill	500 XP
Kill 2 enemies with 1 bullet 2 times stealthily.	
Counter-Snipe	1000 XP
Kill all snipers in parking garage without being hit by any of them.	
Bring the Pain	250 XP
Kill 10 enemies with a mounted turret.	
Now You're Mine	250 XP
Kill 5 enemies with a P.A.W.W.S.	
Aerial Assault	250 XP
Kill an enemy while in mid-air.	

ACHIEVEMENT **Blood for Blood**

To earn this Accolade, you must complete Vengeance on Hardened or higher difficulty.



RECOMMENDED LOADOUT

Cybercore: Chaos

Recommended Skills: Blinding Swarm

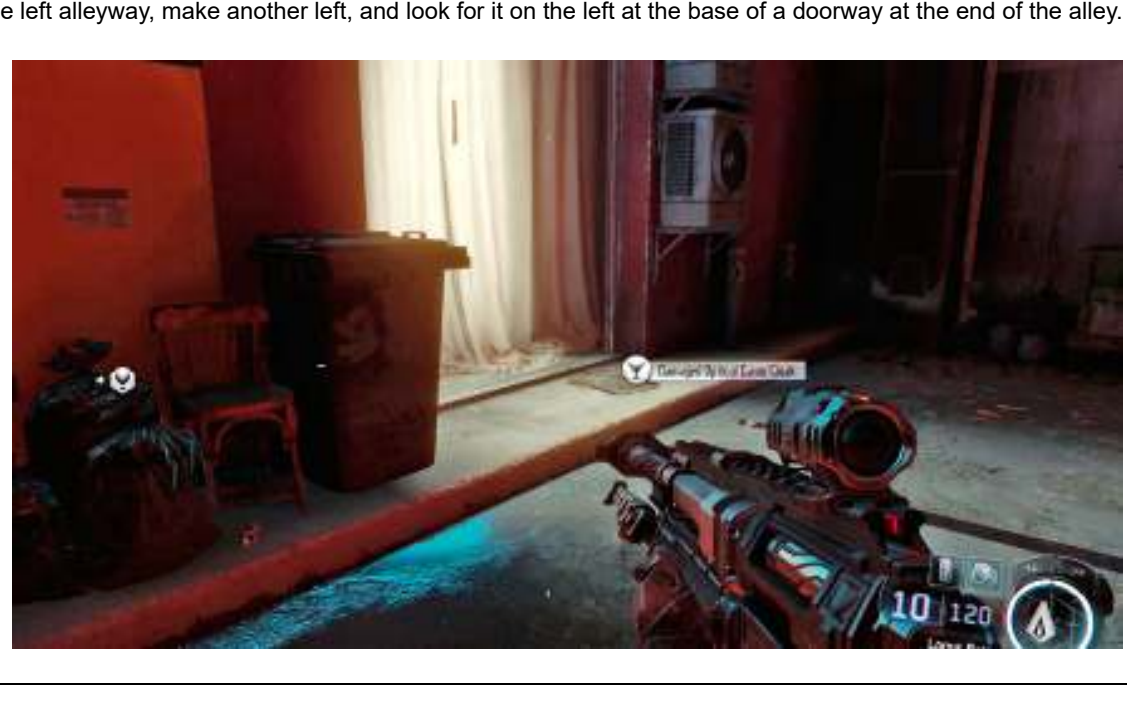
Primary Weapon: Submachine Gun

Ⓐ Go to the Safe House

You are back in the Quarantine Zone, an area terrorized by the 54 Immortal forces. Kane is behind enemy lines; you and Hendricks must extract her.

COLLECTIBLE **Damaged Optical Camo Cloak**

Before following Hendricks through the opening area, search the alleyways nearby for this collectible. From the start, turn down the left alleyway, make another left, and look for it on the left at the base of a doorway at the end of the alley.



Follow Hendricks as he leads you through the streets and into a nearby building.

Follow the voices inside the first building to find a group of three 54 Immortals. Dispatch them and continue through the building.

Aggressive

This is a fairly easy Accolade. The first group of enemies you encounter in the level are three 54i have their backs turned to you. When Hendricks says, "Give them what they deserve," quickly kill the three soldiers with your preferred weapon. Get all three kills before Hendricks fires a shot and you'll earn the Accolade.

If you're having trouble, you can get an edge by sprinting ahead of Hendricks and killing these guys before he's even anywhere close.

At the next rooftop, you automatically zip line down into a "breach" type situation. Use your SMG with Aim Down Sight to quickly drop the enemies in the area.

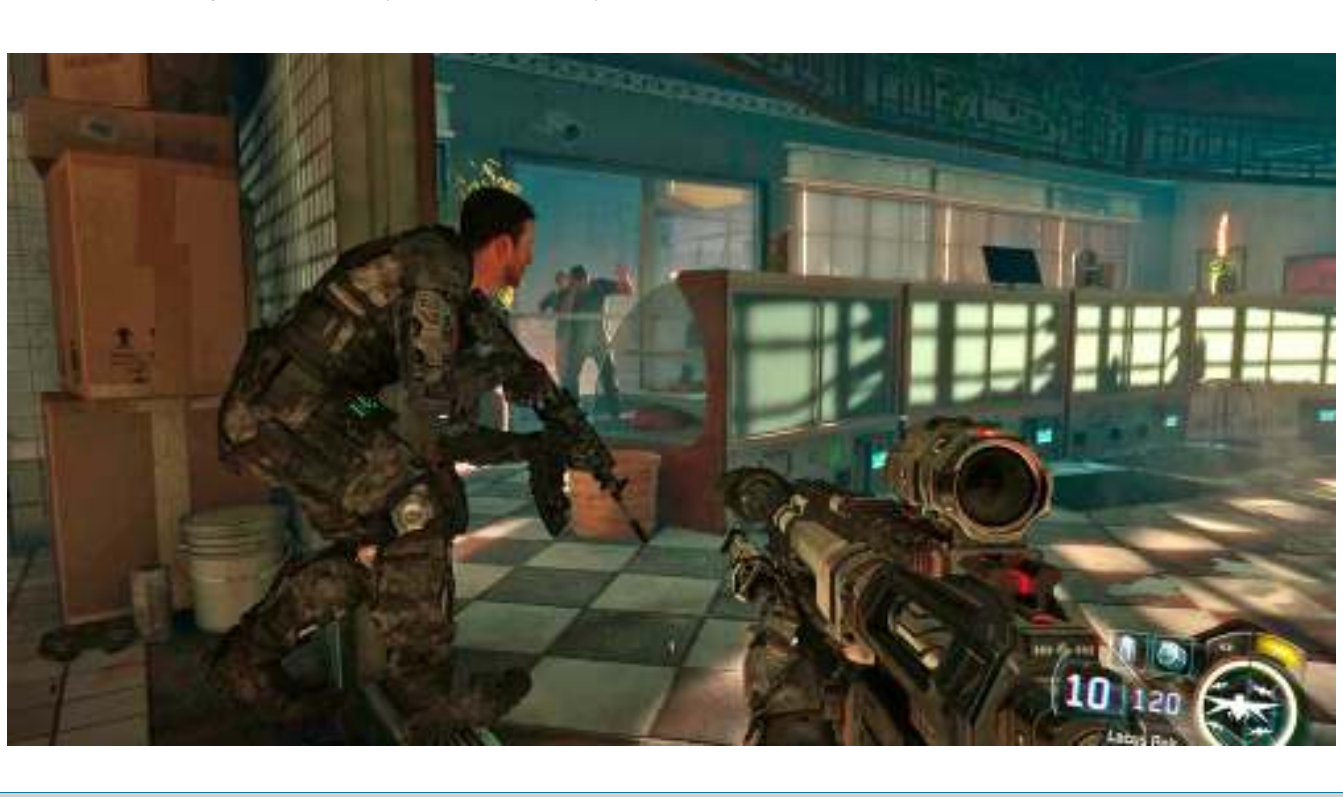
Floor 'Em

This Accolade refers to this rappel sequence. You need to kill all of the standing soldiers before the slow-motion stops to trigger the acknowledgement.

Get on the nearby Technical and mow down the enemies arriving on the street ahead. Focus on the enemy Technical gunner first. Wait for Hendricks to open the gate, then follow him down the alley. Watch for the sniper in the high window at the back of the alley.

"I say, 'Kill 'em all!'"

The alley leads to a butcher shop. Stay low and use the deli counter for cover. If you're feeling brave, you can attempt to save the locals, but doing so alerts nearby robots that attack your position.



RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills: Remote Hijack

Primary Weapon: Sniper Rifle (with Suppressor)

Before proceeding, use the armory in the alley to change your loadout. Use a Suppressed Sniper Rifle and switch to the Control DNI tree.

The next area leads into the "Café" area. There are several Accolades to earn here, and several ways to proceed. We'll walk you through getting through this section without alerting any guards.

Eye in the Sky

There are several Talons flying overhead in this area. To earn this Accolade, you must destroy them all. The Control DNI set makes this easy. Use Remote Hack to take over one of the units and use it to kill all the rest, as well as the enemies in the area.

If you want to earn the stealth Accolade and this one on the same playthrough, you will need to die after this Accolade triggers so you can restart from the checkpoint before the enemies are alerted.

Like a Ghost

You must sneak through this area without being detected. Follow the main walkthrough for details on how this is done.

Show Off

This is probably the best area to get the Show Off Accolade. There are several snipers in this area, many of which you can shoot at while wall running here. We recommend you attempt this on Recruit difficulty. Kill all the enemies except the one sniper you want to execute this on. This way, you'll get multiple tries at the same sniper.

Your Special Weapon

This is a good time to mention that the special weapon on this mission is the ultra-quiet Sheiva SSW Assault Rifle. Use this weapon only if you don't have a suppressed Sniper Rifle in one of your load out assignments.

The problem with the Sheiva is it has low damage. This makes getting the double-kill Accolade more difficult than it needs to be with a high damage rifle.

First up, head to the second floor of the building and shoot the snipers on the roofs to the right. There are two—one atop the nearby building on the left, and another way back on the decorated bridge.

Return to the first floor. Stick to the shadows and move across the street to the opposite building. There are a few enemies in this building—one on the bottom floor and two more on the top. Sneak through and kill them with melee attacks.

Return to the first floor of the building and exit the opposite side you entered. There's a soldier patrolling the alley ahead and a sniper above. Kill the sniper, then wait for the patrolling soldier to turn away from you and run up and melee-kill him. Next, continue to the end of the alley. One last enemy on patrol. Melee him for your fifth melee kill. Exit the café area through the gate.

Press to equip the Sheiva SSW

That's it; you've made it through with stealth!

Cut Ya

You just need five melee stealth kills in the café section. If you follow our guide, you should get the required kills.

Once café has been cleared, search the back of the area for a gate. Interact with it to enter the next zone.

Ⓑ Go to Vantage Point

Use jump to follow Hendricks up to the top of the building.

Aerial Assault

For this general Accolade, you must kill an enemy while in mid-air. The best way to do this is to jump out of a window while over an enemy. Mow them down with your SMG. The first guard in the area is a good one to try it on. You can also use the dumbfire XM-53 (unlockable secondary weapon) for an easier shot.

To the Shadows

To earn this Accolade, you must make it through the Temple without being detected. Follow the stealth path in the main walkthrough.

This is another Accolade-heavy area that can be stealthed through with the right approach. Again, use a Suppressed Sniper Rifle. There are many ways through this section. We'll detail one.

Here are some general tips if you decide to go your own way:

- Overhead, there are several flying drones. These can be completely ignored as long as you don't sprint and stay to the shadows. Generally, if you are seen by a drone, it won't make the guards in the area aware of your presence.
- If you kill a guard near another guard, it may cause them to come and investigate. This sets the living guard to "high alert" mode, which means he is more likely to spot you and set off a general alarm (failing the stealth for this section).
- it's not necessary to kill every guard in this area. In fact, it's much easier if you don't. The exit is in the middle back wall of the area.
- Hendricks frequently tries to rush you in this zone. Ignore his comments; there is no time limit.

Ⓒ The Safe House (Part 2)

When you're ready to get started, begin picking off the snipers on the rooftops in the Temple. No alarms are raised as long as you score headshots on each of the enemies. Using a suppressed long-range rifle instead of the relatively short-range Sheiva is a good choice here.

Press and hold to steady

There's a sniper in each of the Pagoda-like towers, and one patrolling the long building at the back of the area. Descend the stairs on your left and kill the guard on the street.

Stealth Double Kill

Lining up double stealth shots is pretty tricky. You need to use the suppressed Sniper and find two enemies standing in a direct line. Headshots are generally required, but if your rifle is powerful enough, you can take out two enemies even without direct head shots.

The first opportunity to do this is when you first enter the Temple Grounds; there's an enemy with his back to you. Wait for him to walk forward. After he does, stand and walk to the dais on your left. Line up the double-headshot with the guy in the next area.

This can be a tough shot to line up. If you miss it, there are plenty of other opportunities in the compound. Just look for two enemies near each other, and position yourself so you can take proper aim.

Now look in the doorway to the left. Kill the guard inside. Move up to where you killed the guard and look through the next doorway. Kill the visible guard through this second doorway.

Step through the second doorway, but keep your weapon trained left. There's an enemy smashing a local with a rock. Kill him, but watch for a patrolling guard to your right.

The next section is on the back wall. There should be only one guard here. Down him and move into the area, sticking to the shadows. The exit is just ahead in the doorway on your left. If you kept things quiet, there are no guards in the last area. Peer through the exit doorway and kill the guard in the street.

Approach the double-doors and Interact with them to complete the section. You rejoin Hendricks inside the office building.

Ⓓ Neutralize the 54i Combatants

When you exit the building, you are caught up in a street fight between local police and 54i Combatants. Your objective is to kill the snipers in the multi-level parking garage opposite. You can jump on the nearby Technical to utilize the grenade launcher on the back. However, this spells certain death on the harder difficulties.

Instead, hang back behind the fountain, using it for cover to pick off enemies with your sniper. Ignore the 54i on the ground unless one of them manages to get incoming fire on you.

Counter-Snipe

You must kill all the snipers in the parking garage opposite without getting shot. Since getting on the Technical makes it much easier to get hit, hang back with the Sniper Rifle, picking off the snipers safely behind cover. There are plenty of snipers up there, but if you can take them all down without getting killed, you get this Accolade.

If you're having trouble finding a sniper, remember you can activate Tactical Mode to highlight them on your HUD.

Once you've killed the snipers, change your focus to the troops on the ground. These should be very easy to kill because you have much longer range than they do. Keep killing them until Hendricks gives the order to move up.

Ⓔ Destroy the A.S.P.

Watch out for the A.S.P.! The same tactics you used in your last A.S.P. battle work again here. Shoot the spinning piece at the base of the body of the tank, and it disables its defenses, opening it up to explosive attacks.

There are several rocket launchers in the area that you can use to fire on the tank. You lose your Sheiva rifle if you do this, but that isn't an issue since there are no more stealth sections in this level.

ACHIEVEMENT **Maximum Firepower**

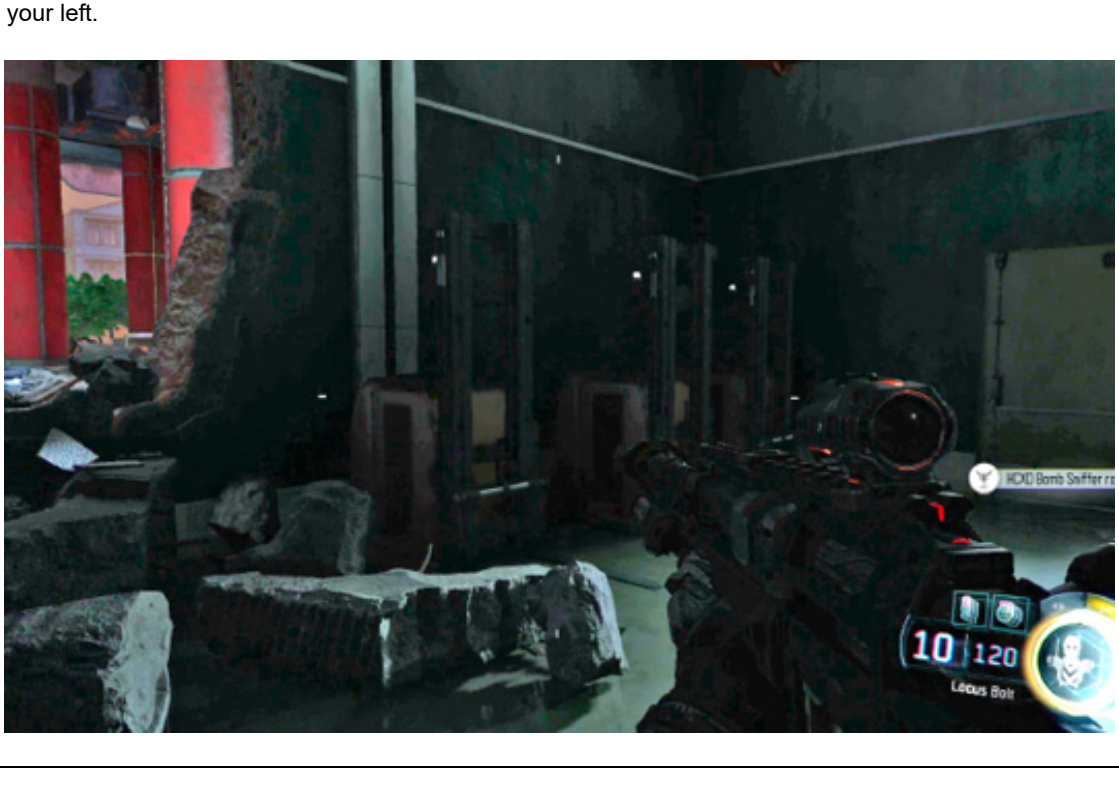
If you've upgraded Remote Hijack, you can take control of the Quad Tank to immediately end this boss fight. You also score an Achievement! After this, two Warlords arrive on the scene. The A.S.P. makes short work of them.

Ⓕ Go to the Safe House (Part 3)

With the tank down, move through the concrete bunker that the A.S.P. busted through.

COLLECTIBLE **RCXD Bomb Sniffer Robot**

After the fight with the tank, jump through the busted-out wall the tank came from. Look for this collectible in the pool of water on your left.



The next area leads to yet another street firefight between 54i and local police. The safe bet here is to hang back in the office building, picking off enemies from the safety of your perch.

Bring the Pain

If you took the recommended Remote Hijack skill, you can use your hack to take over one of the remote snipers on the building opposite. Get 10 kills with the Remote Sniper for the Accolade.

Once you've cleared most of the enemies in the street, drop down to trigger the remaining reinforcements. One of the reinforcements is a P.A.W.W.S. mech like you saw two levels ago. Either remote hack it or focus your fire on it from a safe distance.

Now You're Mine

Remote Hack the P.A.W.W.S. when it arrives on the scene. Getting five kills with the mech is easy: just stomp up and down the street killing any 54 Immortal soldiers you see.

When you've finally cleared the area, head to your objective marker.

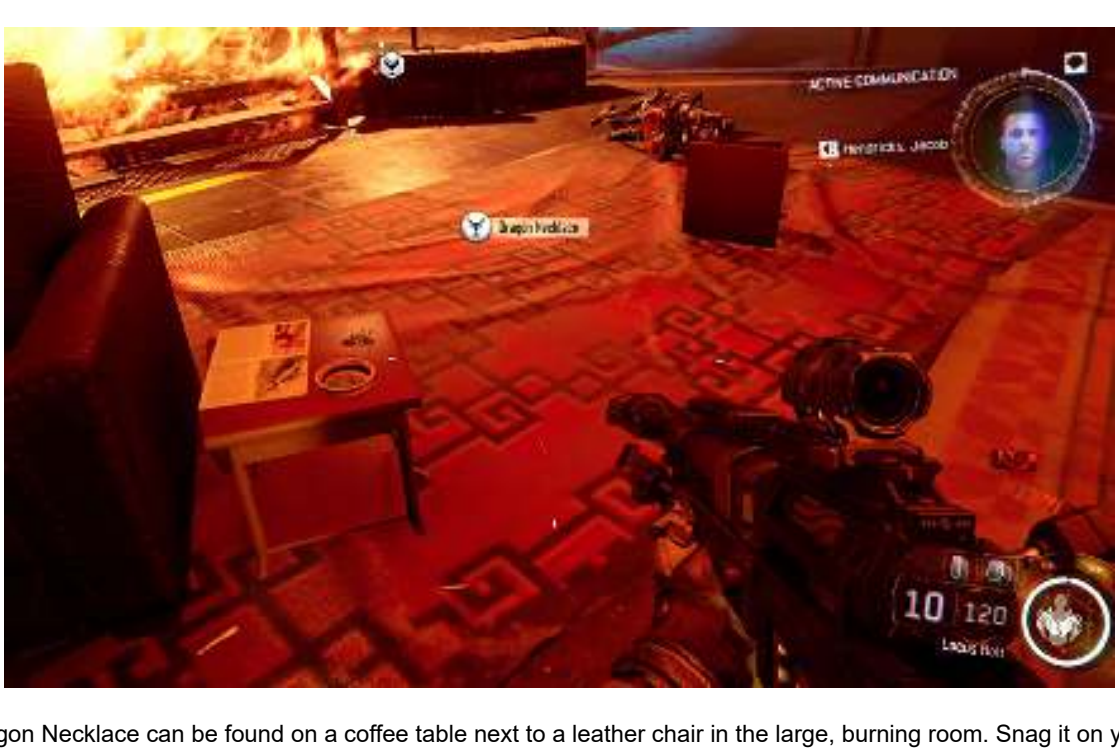
"I've just noticed…You've got a lot of blood on you."

Ⓖ Go to Safe House Panic Room

While Hendricks has pretty much given up on saving Kane, you don't have that luxury. Run into the burning building. This area is filled with robots. If you took the recommended Control tree and have Protocol Override, this is a great spot to use it. You might be feeling pressed by the fire all around you; but don't let that make your rush. You have as much time as you need to get through this section.

Watch out for robots emerging from fires in all directions. Clear the first floor, and then head upstairs. There are several more robot enemies defending the large central room.

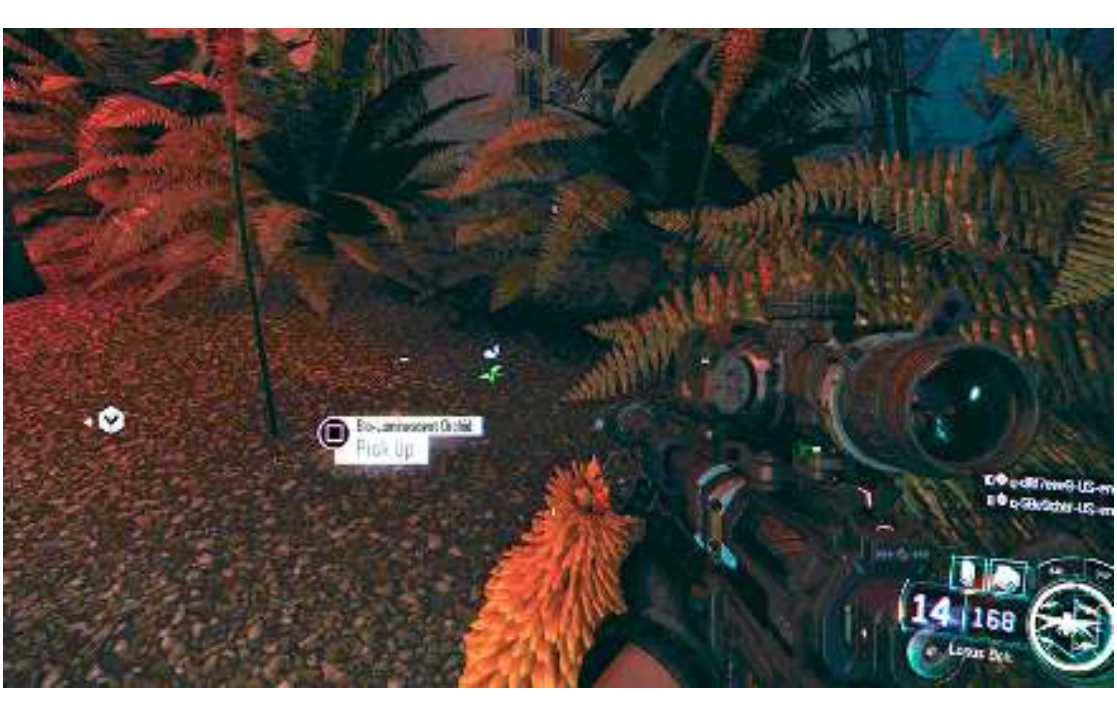
COLLECTIBLE **Dragon Necklace**



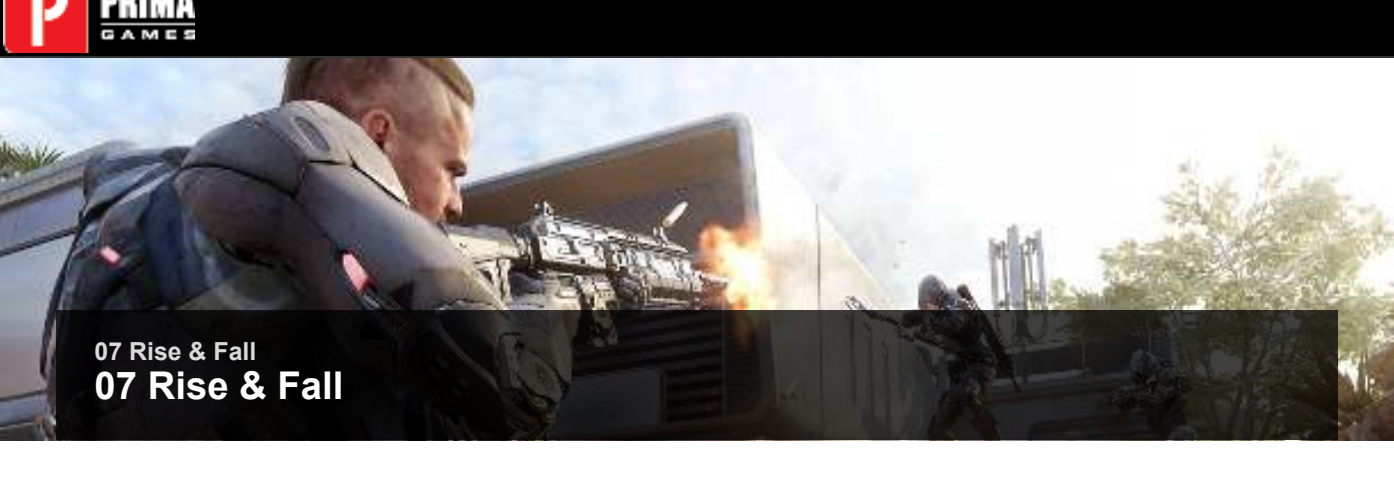
The Dragon Necklace can be found on a coffee table next to a leather chair in the large, burning room. Snag it on your way through, after you've cleared out the unruly robots.

Once the final room is clear, proceed through to find a final hallway. Interact with the door to end the level.

COLLECTIBLE **Bio-Luminescent Orchid**



Search for this hidden Collectible in the right-rear quadrant of the Temple. It's a small flower, mixed in with the common plants of this area.



07 Rise & Fall

07 Rise & Fall

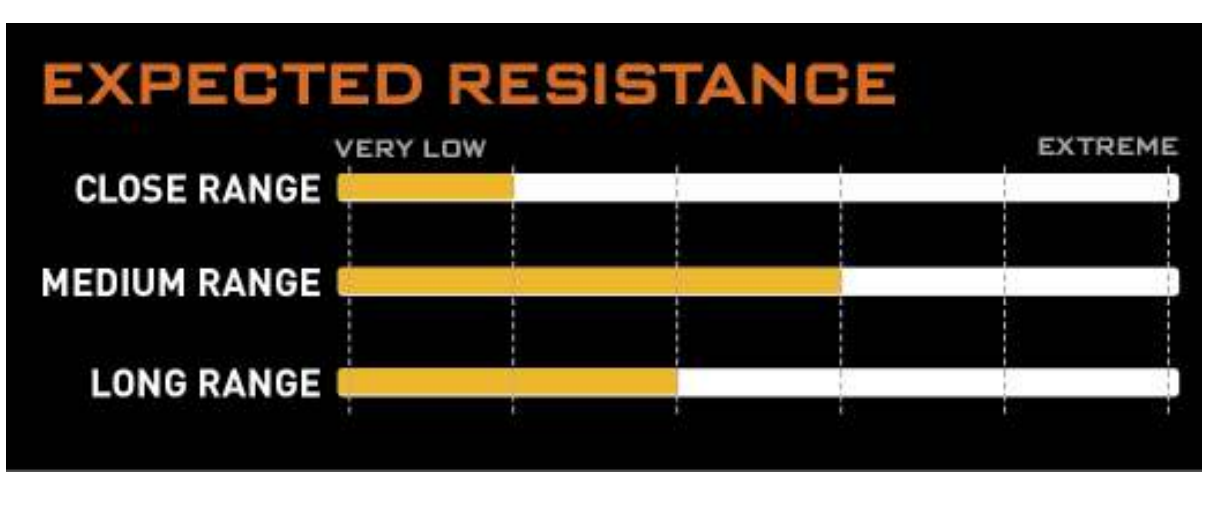
Egypt, Ramses Station

Day 4

Mission Briefing: Proceed to Ramses Station, last stronghold of the beleaguered Egyptian army, and interrogate Dr. Salim, one of the survivors of the Singapore Disaster.

Mission Objectives

- Ⓐ **Interrogate Dr. Salim.**
- Ⓑ **Determine What Dr. Salim Knows About SP/CORVUS.**
- Ⓒ **Enter Ramses Station Central.**
- Ⓓ **Reinforce the Eastern Checkpoint.**
- Ⓔ **Demolish the Street.**
- Ⓕ **Detonate the Charges.**
- Ⓖ **Go to Safiya Square.**
- Ⓗ **Open the VTOL Hatch.**
- Ⓘ **Destroy the A.S.P. -MLs**



Heavy Infantry: A full enemy invasion force is operating in this region. The NRC have multiple human and robotic infantry strike groups in the immediate area.

Heavy Armor: Multiple enemy heavy armor units are reinforcing the main NRC Strike Group.

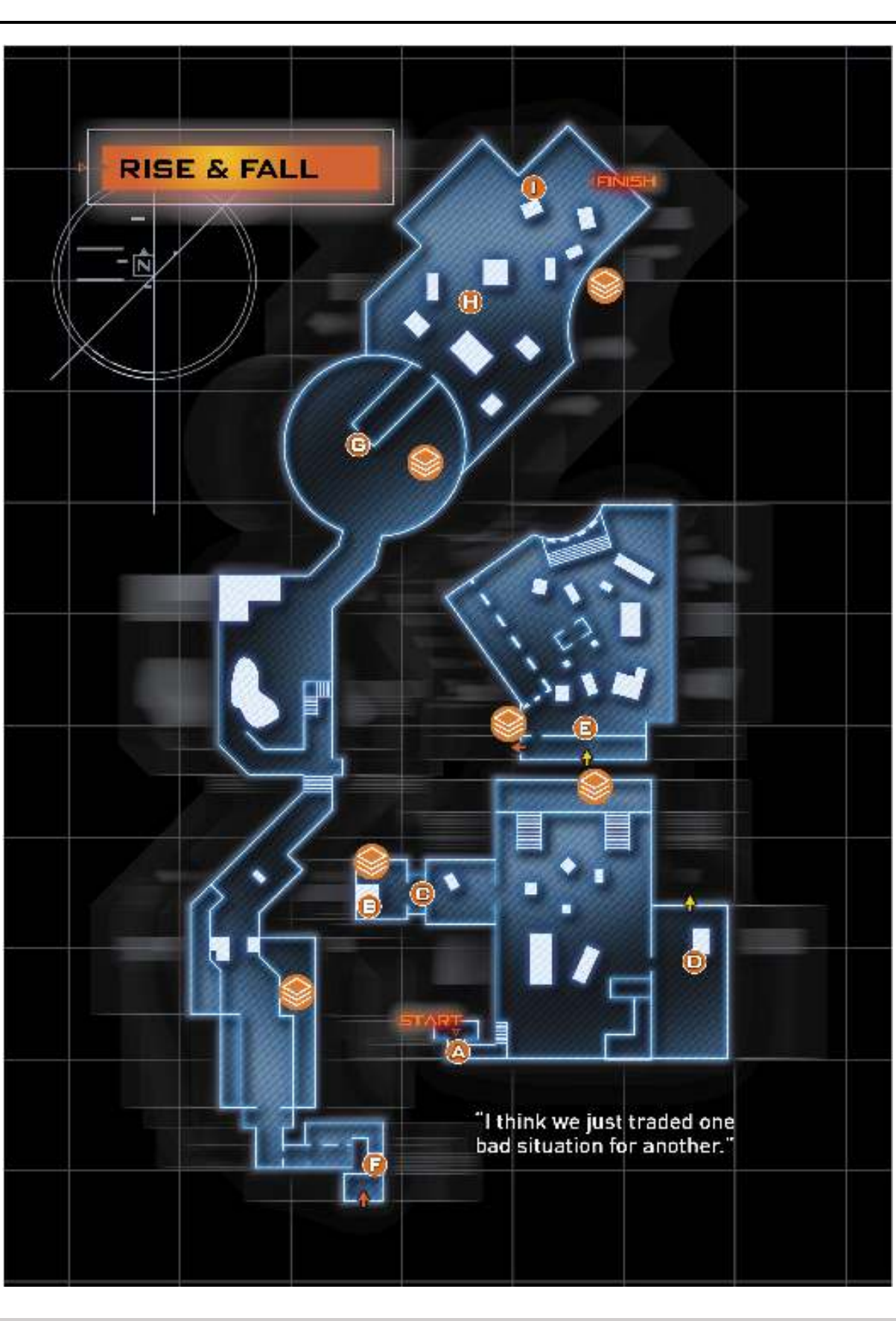
Air Threat: The air defense system around Cairo is holding back a significant NRC air threat.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 25,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Fly Swatter	1000 XP
Perform a melee kill on a Talon.	
Epic R.A.P.S. Battle	250 XP
Hijack a R.A.P.S., run over two enemies, and then into another R.A.P.S.	
Death From Above	500 XP
Kill 3 enemies while your feet are off the ground.	
Like Lightning	250 XP
Kill 5 robots in under 1 second.	
Stuffed	250 XP
Destroy a R.A.P.S. while it is in midair.	
Skewered	500 XP
Impale 2 enemies with a single shot of the Spike Launcher.	
Wide Area Effect	500 XP
Kill 7 enemies with a single detonation of the Spike Launcher.	
Aggressive Marketing	250 XP
Kill an enemy with a billboard.	
Lawn Darts	250 XP
Hit an enemy from very long range with the Spike Launcher	
Strafing Run	250 XP
Kill 5 enemies with a Talon.	
Clean Sweep	250 XP
Kill every enemy in the alley.	
Lethal Sideways	Fabrication Kit
Get 3 kills in the same wall run.	
Aerobatics	1000 XP
Wall run and kill a bipedal enemy with a melee attack before landing.	
Power Slide	500 XP
Power slide between the A.S.P.-C legs.	

ACHIEVEMENT **Friends and Foes**

To earn this Accolade, you must complete Rise and Fall on Hardened or higher difficulty.



"I think we just traded one bad situation for another."

RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills: Remote Hijack, Protocol Override

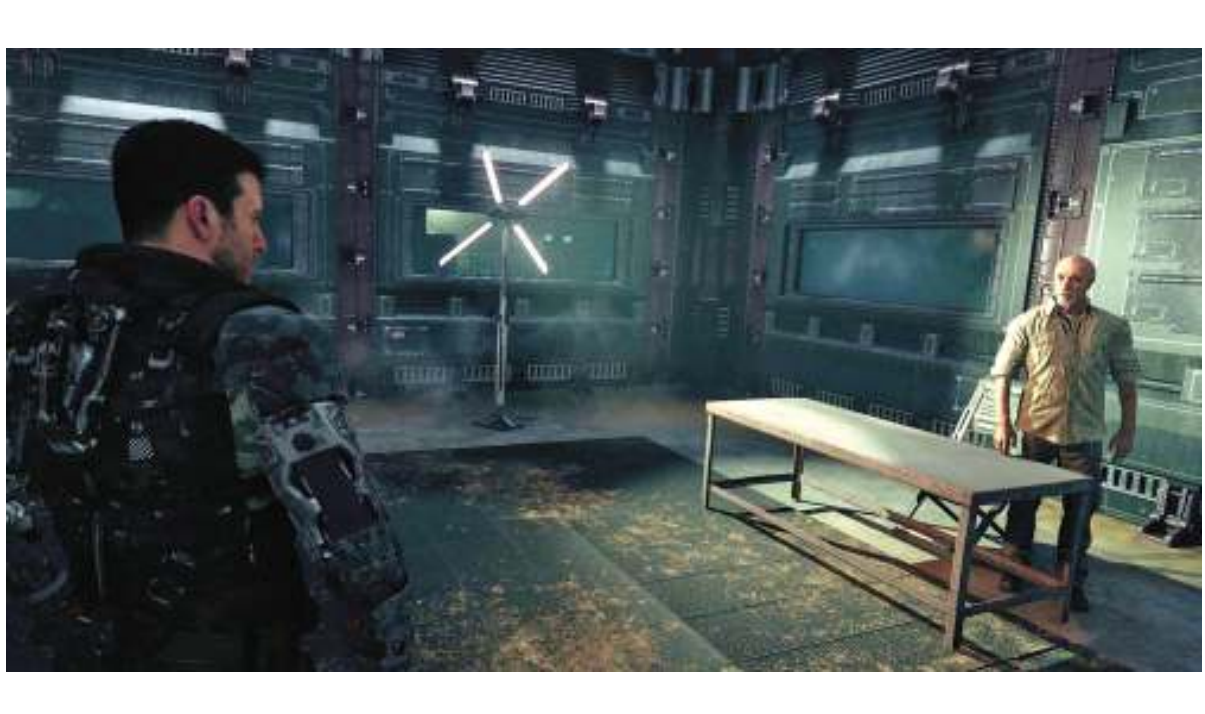
Primary Weapon: Assault Rifle

Ⓐ Interrogate Dr. Salim

You start this level reuniting with Khalil, still fighting the good fight in Egypt. Follow Hendricks and Khalil through the facility to the room Dr. Salim is being held.

Ⓑ Determine What Dr. Salim Knows About SP/CORVUS

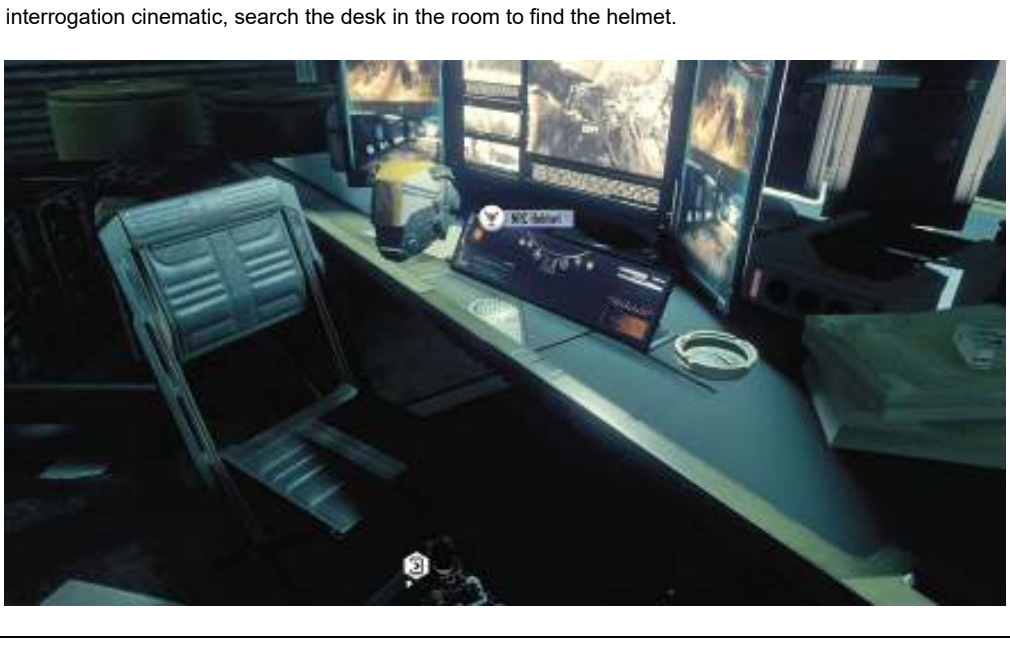
At the end of the walk and briefing from Khalil, Interact with the door to begin the interrogation.



Ⓒ Enter Ramses Station Central

COLLECTIBLE **NRC Helmet**

After the interrogation cinematic, search the desk in the room to find the helmet.



Follow Hendricks out to confront the NRC assault. Interact with the door, and you get your first look at the new R.A.P.S. drone enemies.

Like other drones, R.A.P.S. can be hacked. Unlike other drones, they do not have guns; instead running over enemies to inflict damage. If one gets too close, it explodes, causing an instant death on harder difficulty levels.

Stuffed

Kill one of the R.A.P.S. droids while it's flying to earn this Accolade. There's no direct way to do this, but if you play on an easier difficulty, you can "rodeo" an R.A.P.S. by dodging its attacks and waiting for it to catch some air for the kill shot. Detonating a hijacked R.A.P.S. while it's in the air does not count toward this Accolade.

The large room ahead is filled with drones and robots. Use your Control DNI powers to destroy or dominate the enemies. Stay at the back of the entrance area to keep away from danger. When the entrance area is clear, move up. A shuttle drops in through the ceiling, deploying more robots in the area.

Like Lightning

If you are playing on an easier difficulty, you can sprint to the back of the room to reach the crashed shuttle before it opens. When that shuttle opens, several robots emerge. This is an ideal group to score the five robot kills in under one second Accolade. Use a grenade or DNI power to destroy five robots at once.

Death From Above

You can use the same group of enemies for Death From Above. Equip a XM-53 dumb fire missile launcher as your Secondary weapon. Jump off the top area and fire a missile into this group. If you can kill three with one hit, you get the Accolade.

Use Protocol override to cause chaos in the robot's ranks.

Watch out for the incoming R.A.P.S. on the escalator to the left. If you can, use Remote Hijack to capture an R.A.P.S. and send it back up the escalator to cut through the enemies. When controlling an R.A.P.S., always try to detonate before it is destroyed. It does much more damage that way.

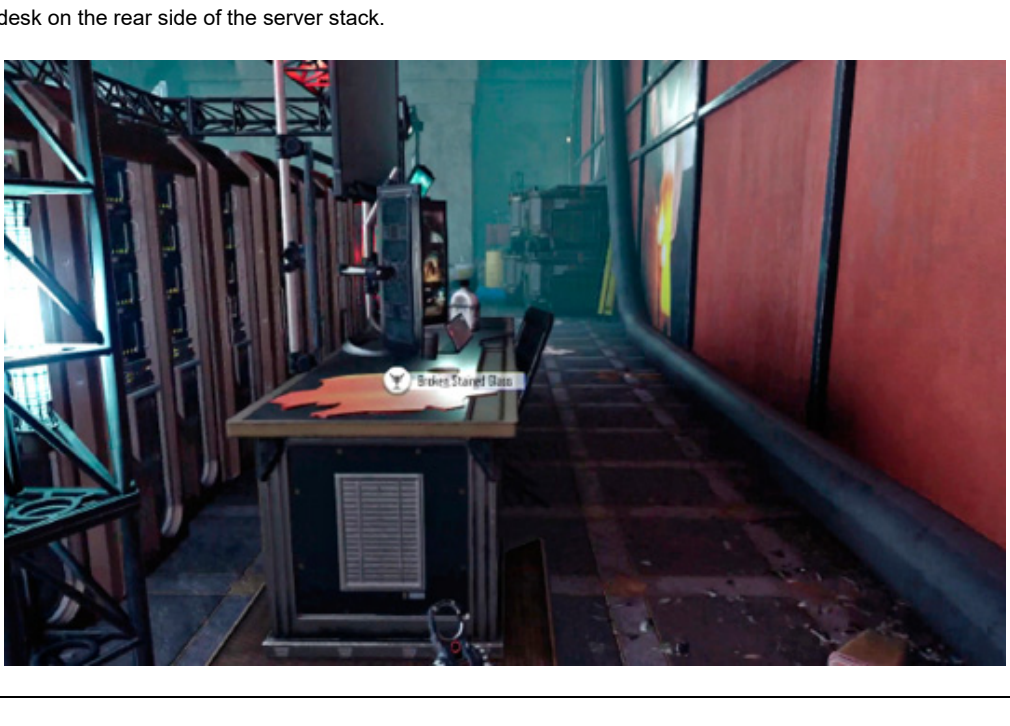
Epic R.A.P.S. Battle

This is a good area to try for this very difficult Accolade. Hijack one of the R.A.P.S. drones, then send it up the escalator on the left. Quickly move across the upper platform, mowing down robots along the way. Then, head down the rear escalator to find another R.A.P.S. to end your kill chain with.

Depending on how this battle plays out, you may not be able to execute this with the suggested R.A.P.S. Look for other drones in the area to give it a try with. This may take several tries, so use a grenade to restart at last checkpoint if you fail.

COLLECTIBLE **Broken Stained Glass**

When you've cleared the first war room, head up the escalator and look for a set of very large servers. The collectible is on top of a desk on the rear side of the server stack.



Ⓓ Reinforce the Eastern Checkpoint

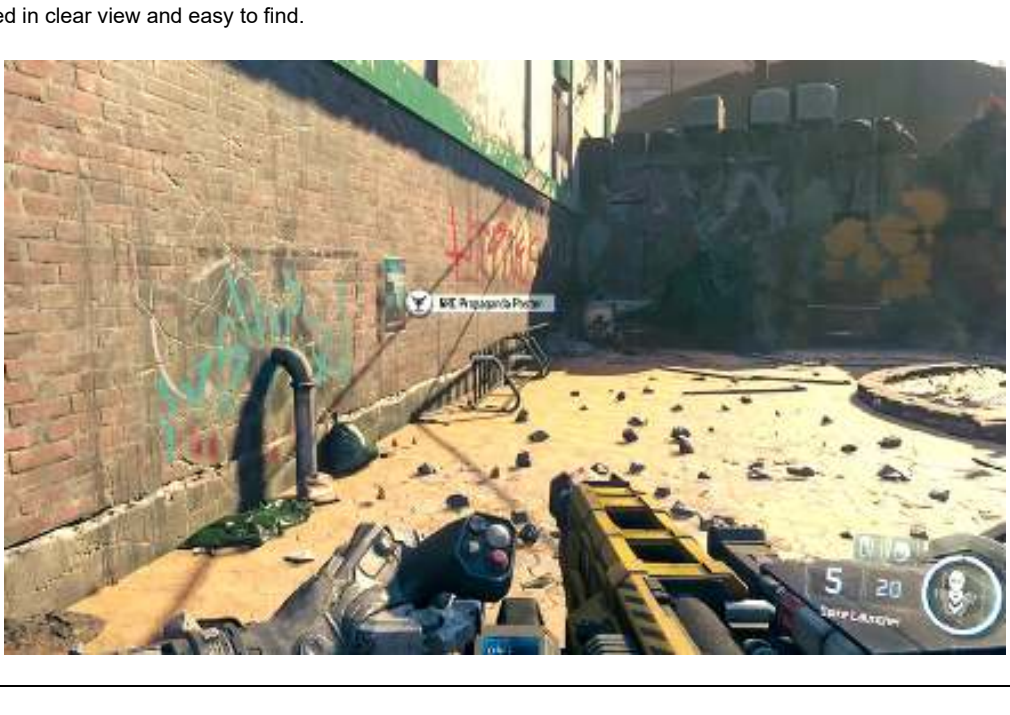
Follow the objective marker to the rubble and Interact with it to remove it. Outside, get in the back of the Technical to head off to the Eastern Checkpoint.

Ⓔ Demolish the Street

After the short drive to the Eastern Checkpoint, your team disembarks. You grab a spike gun and head into the battlefield.

COLLECTIBLE **Defiled NRC Propaganda Poster**

Head to the leftmost door when you enter the makeshift wall, then turn left and look on the wall for this poster collectible. It's posted in clear view and easy to find.



Lawn Darts

You can score this Accolade by hanging at the back of the area and trying to hit the NRC as they run in from their respawn point. It requires only one hit to get the Accolade.

Skewered

You must "skewer" two enemies with one spike. The easiest way to earn this is to target the robots that spawn in the back-left corner of the area. The robots move much slower than the humans. Because of the limited range of the Spike Launcher, you must be fairly close when the shot releases. As such, it's best to attempt this on Recruit difficulty.

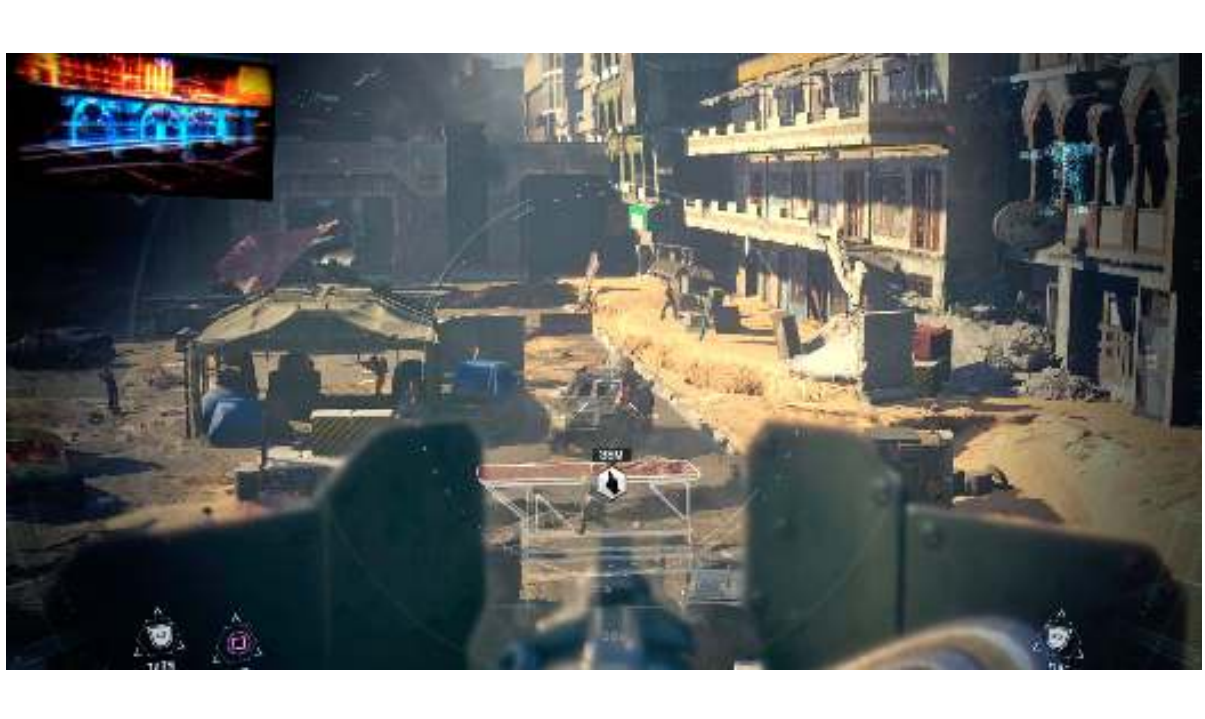
Throughout this section of the level, Kane highlights weak points in the ground. You must Interact with the Spike Gun while standing over the weak spot to plant a spike and weaken the ground. This must be done five times, each time the enemy reinforcements intensify as the NRC tries to stop you.

The Spike Launcher is a very powerful weapon. When you fire it, it will kill any enemies that get speared. After the spear lands, you can hit the onscreen indicator to detonate the spike, releasing the power of a grenade wherever you like. You can even cause chain explosions by firing multiple spikes, and then detonating them all at once.

The biggest drawback to the Launcher is that it has very limited range. The spikes actually arc in the air as you fire them, so aiming them at enemies far away can be quite difficult.

Weak Point 1

Instead of immediately stepping into the battlefield, climb up on the outer wall to find a mounted machine gun. Use it to clear enemies on the walls in the area. Once Kane updates your HUD with the location of the first weak point, use the gun to clear the area around it.



Climb down and sprint out to the weak point. Use the Technical for cover, and hit the Interact button to plant the first spike. Hit the Detonate button to destroy the first weak point.

Weak Points 2 & 3

Now move up the left side of the area and climb the wooden ramp up to the scaffolding. Get your Remote Hijack ready. When the Talons fly in, hijack one. Use the Talon to kill the other Talons flying around, and then focus on clearing the area around the left weak point (several robots spawn to defend this point). When the area is relatively clear, exit the Talon and sprint to the weak point.

Strafing Run

Flying Drones appear after you blow the first weak point. Hijack one and use it to kill five enemies on the breached right wall. You need to kill five enemies with one hijacked drone to earn the Accolade.

Unlimited Enemies

The NRC is very well fortified for this battle. In fact, they have unlimited enemies to deploy. The enemies that actually deploy change depending on what stage of the fight you are at. Always focus on your objective over killing enemies (unless you're going for a high score).

Use your Spike Launcher to clear the enemy waves. It's impossible to kill all the enemies, so you must wait for an opening. When you get a respite, sprint out and Interact before the NRC can get a bead on you.

Weak Point 4

Weak Point 4 is on the left side of the area. Now the robots have fully breached and begin steadily advancing on this spot. If you have Protocol Override, use it here to help create a distraction.

Aggressive Marketing

The billboard you need to use for this is straight back and up on top of the tall building. In order to score a kill, wait until you're on Weak Point 4. A sniper appears on the rooftop below the billboard. Fire a spike into a billboard and detonate it for the Accolade.

When you're feeling lucky, stay crouched from the sandbags near the weak point, then move to the Interact point. Drop the Spike and get out of there!

Plant Spike

Weak Point 5

The last weak point is back on the right side. Now the enemy has full reinforcements, including R.A.P.S., Talons, and more robots.

Last chance for a Rap Battle

This is your last good chance to get the various R.A.P.S. Accolades for the level. The initial wave of reinforcements contains several of the ball drones for you to use.

The reinforcements are endless. To get an opening, hijack a Talon, then fly around clearing out the other Talons and the enemy forces running near the weak point.

Next, make sure you have plenty of Spike Ammo (it can be refilled in any of the ammo containers in the area), and run up to the barrier just in front of the weak point. Fire multiple spikes to set a trap for the reinforcements. When you have the area covered, set off your Spike trap and rush up to the weak point to Interact before further reinforcements arrive.

Plant Spike
Weak Point

Ⓕ Detonate the Charges

Rush back to the wall where you entered the area. Climb up on the makeshift gun nest. Unfortunately, the soldier that was going to detonate the charges is picked off. Crawl over to the datapad on the ground and Interact with it to blow the charges and end this section of the level.

Detonate Switch

Ⓖ Go to Safiya Square

Now your team needs to reinforce Khalil's troops at Safiya Square. To get there, you must navigate a series of destroyed apartment buildings.

When you exit back out into the sunlight, watch for enemies defending on the right. There are several soldiers in the area immediately in front of you, as well as an enemy sniper on the far rooftop. There are many more enemies in the area, but your team will help clear them out as they advance.

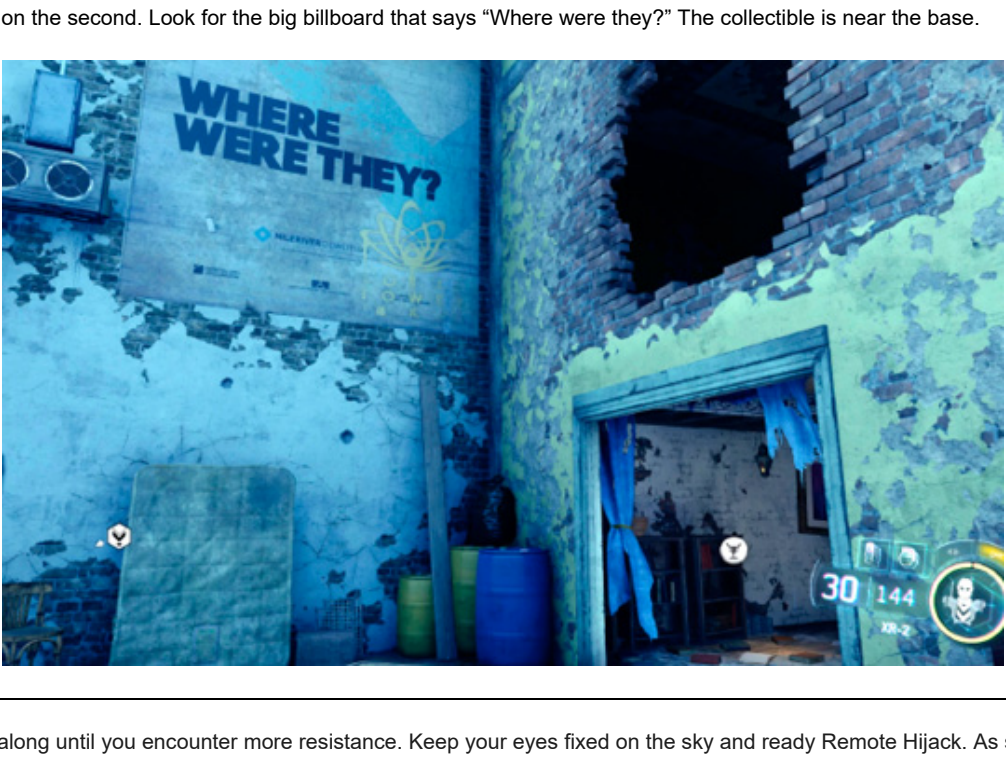
Clean Sweep

Kill every enemy in this alleyway sequence to earn the Clean Sweep Accolade.

Stay in cover and make sure the area is clear before you advance down the right side of the apartments area.

COLLECTIBLE **Military Officer's Sword**

The sword is on the top of a small wooden book case in the rubble before Safiya Square. From the start of the section, stick to the upper-right path. Keep inside the buildings and follow it all the way to the end. There are three floors here; the sword is on the second. Look for the big billboard that says "Where were they?" The collectible is near the base.



Continue along until you encounter more resistance. Keep your eyes fixed on the sky and ready Remote Hijack. As soon as a Talon appears, hijack it and use it to clear out the NRC firing from nooks and crannies.

With the outside area clear, stay on the upper area and follow it through the next room. There are a few more NRC defending inside, so toss a grenade to clear the room.

From this vantage point, you can shoot down at the remaining NRC below. A particular threat is the pair of tank drones roaming the area. Blow them up first, then focus on the human soldiers.

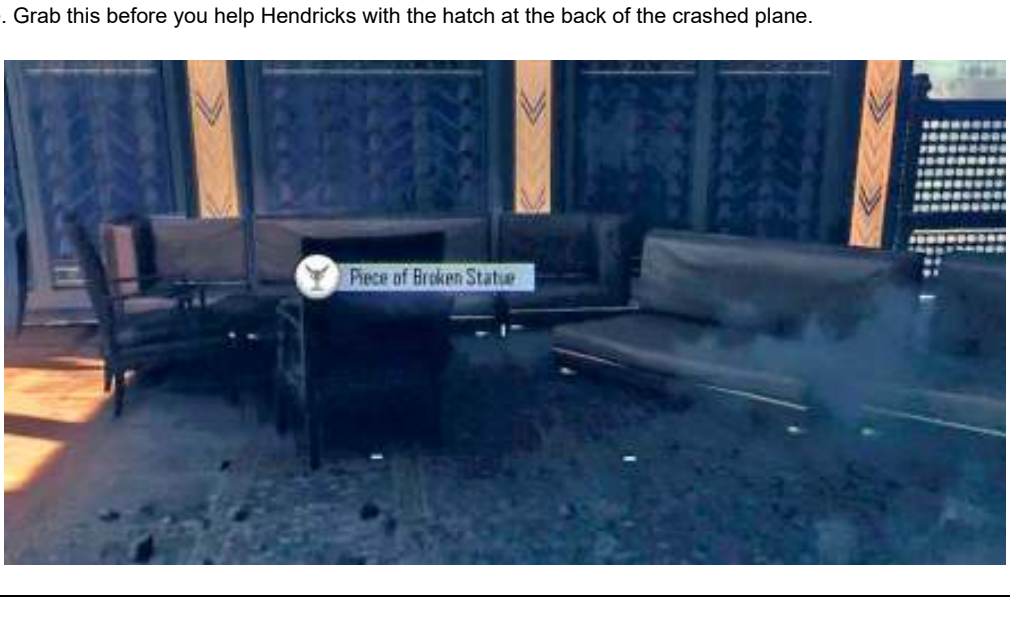
When your allies move up, it's clear. Jump down and proceed through the building at the back of the area.

Ⓗ Open the VTOL Hatch

This path leads to a room with a crashed VTOL. There are a few robots in the room. Eliminate them and Hendricks runs up to the back of the ship.

COLLECTIBLE **Piece of Broken Statue**

When you reach the large wooden circular room, look for a coffee table on the right. There's a large piece of a statue on the table. Grab this before you help Hendricks with the hatch at the back of the crashed plane.



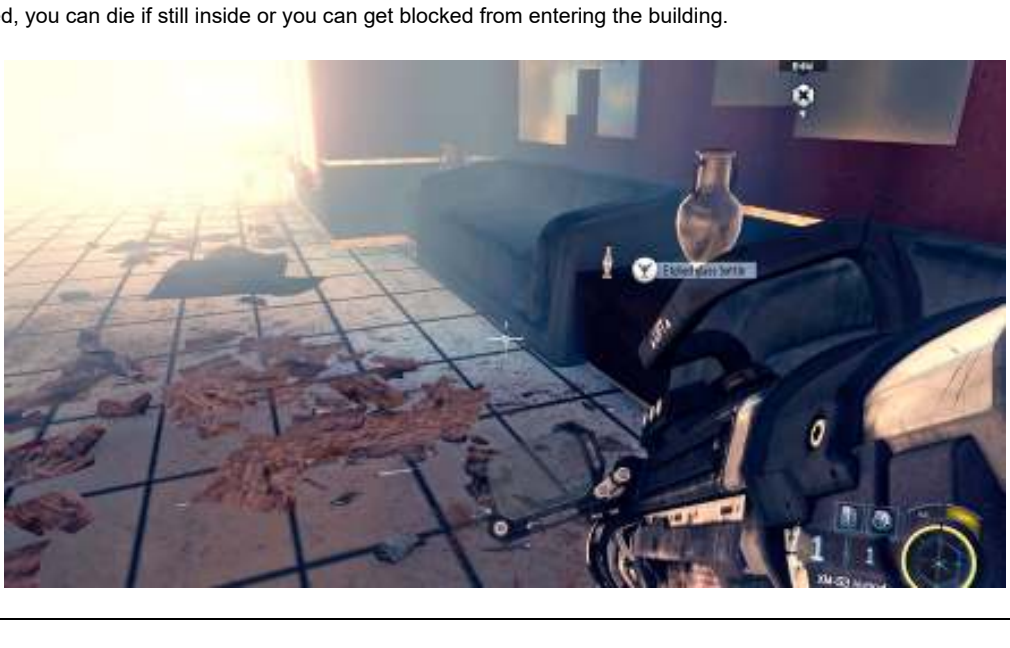
Move to Hendricks and Interact with the door to open it.

Ⓘ Destroy the A.S.P. -MLs

Chaos has broken out on the battlefield as an A.S.P. leads a huge contingent of the NRC forces. This is the longest and most difficult battle you've encountered thus far in the game. While the A.S.P. itself is quite a threat, the unlimited reinforcements make finding good cover and staying there imperative.

COLLECTIBLE **Etched Glass Bottle**

After falling to the ground in the separated half of the VTOL, run to the building across the road to the right and go upstairs and take another right toward the elevator. Follow the wall further into the building to find the Etched Glass Bottle between two couches. Get in and get out, though, as this building can be destroyed by you or the A.S.P. vehicles. If the building gets destroyed, you can die if still inside or you can get blocked from entering the building.



There are three stages to this fight:

A.S.P. -ML #1

If you have Remote Hijack, this is the time to use it. Hacking the A.S.P. makes this battle significantly easier. Not only does it automatically kill the first A.S.P., but you can use it to also kill the second one.

If you don't have Remote Hijack, the fight is more straightforward. Grab one of the many Rocket Launchers in the area, and then shoot at the base of the drone until the missile defenses drop. Each tank takes a few rockets before going down.

A.S.P. -C #2

After you destroy the first A.S.P. a second one is flown in by a VTOL. Use the same strategies to take it down. If you are having trouble with the enemies in the area, hack one of the Tank Drones to clear out the NRC.

A.S.P. -ML #3

If you hacked the second A.S.P. you may still be controlling when A.S.P. 3 arrives. Time for a tank battle! Use the A.S.P. to demolish the third tank and you've succeeded in completing the mission!

Power Slide

To Power Slide, you must sprint than crouch. To earn this, you must perform this maneuver under the A.S.P. patrolling this area. It's not too difficult, as long as the tank is not actively targeting you. Wait for it to start targeting one of your allies before you give it a shot.

08 Demon Within

08 Demon Within

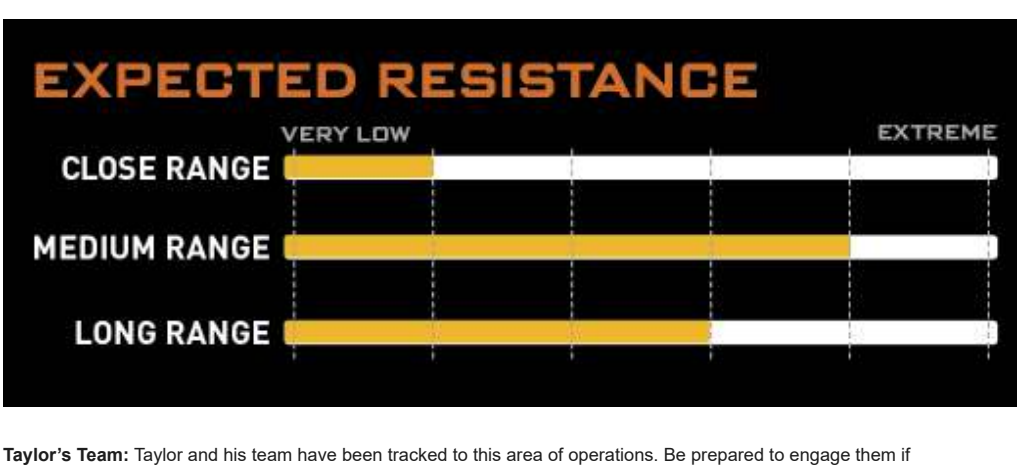
Egypt, Kebechet

Day 5

Mission Briefing: Cut off from WA command, fight alongside the Egyptian army as you pursue the three remaining targets to Kebechet—the city lost in sand.

Mission Objectives

- Ⓐ **Defeat Sarah Hall.**
- Ⓑ **Extract Intel on Taylor's Team: Pick Up the Child.**
- Ⓒ **Pursue Sarah Hall.**
- Ⓓ **Pursue Sarah Hall. (Part 2)**
- Ⓔ **Pursue Sarah Hall. (Part 3)**
- Ⓕ **Defeat the A.S.P.**
- Ⓖ **Fight Through Sarah's Delusions.**



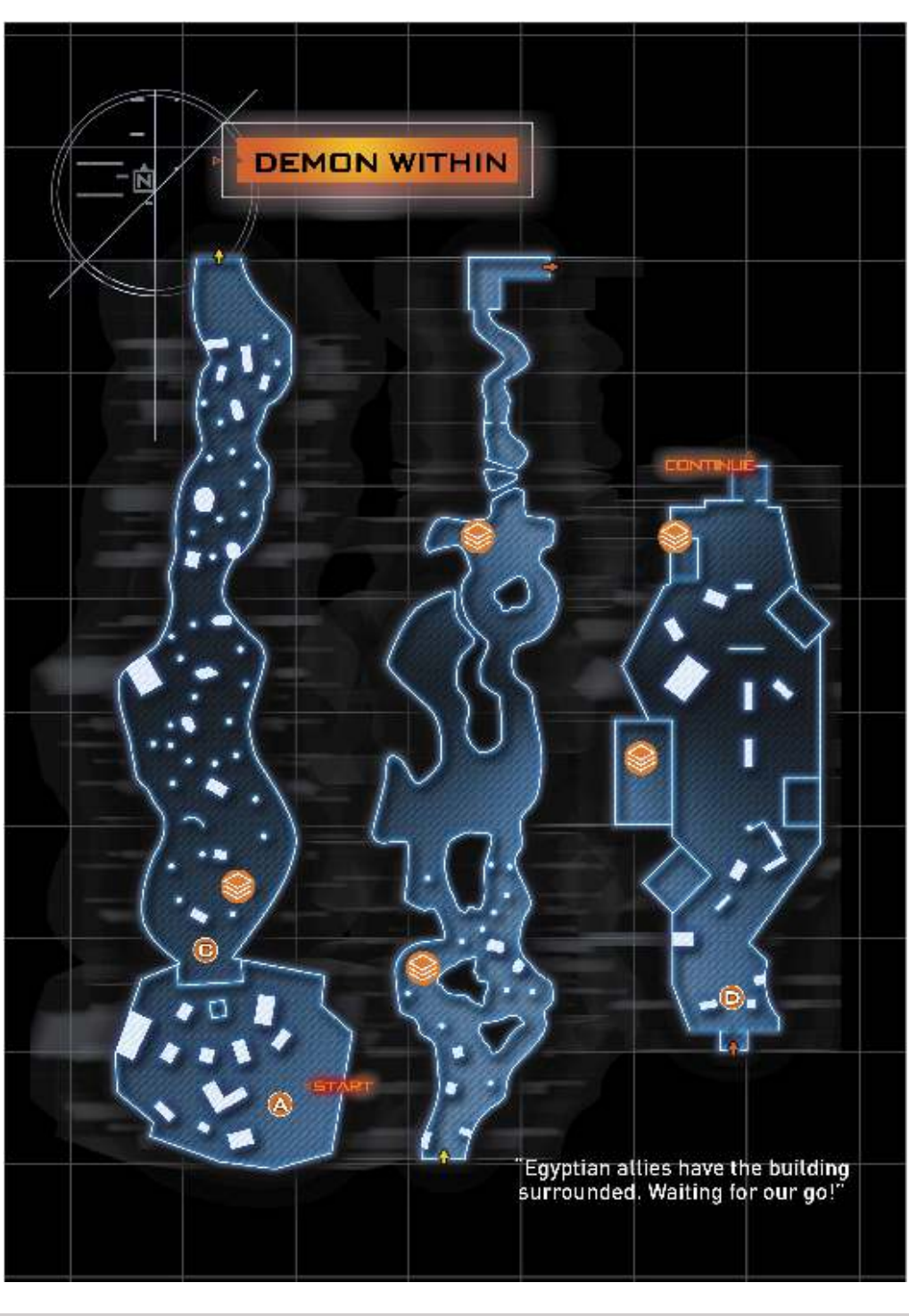
Taylor's Team: Taylor and his team have been tracked to this area of operations. Be prepared to engage them if necessary.

ACHIEVEMENT **Understanding Madness**

To earn this Accolade, you must complete Demon Within on Hardened or higher difficulty.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 30,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
The Fastest Gun	250 XP
Kill 5 enemies in under 10 seconds.	
Quick on Your Feet	500 XP
Complete the Sara battle without taking any damage.	
Hat Trick!	250 XP
Shoot 10 helmets off German soldiers.	
Volume of Fire	250 XP
Kill 5 soldiers using the MG42 in Bastogne.	
Snagged	Fabrication Kit
Kill 2 Dire Wolves while they are in mid-air.	
Way of the Fist	1000 XP
Kill all the Dire Wolves using only melee attacks.	
Prey Instincts	250XP
Kill all the Dire Wolves without taking any damage.	
Beat You To It	1000 XP
Kill the Tiger Tank in the Village before it shoots.	
Unscathed	500 XP
Complete the Cathedral without taking any damage.	
Hands Off	500 XP
Don't get hit by Zombies	
Incinerator	500 XP
Light 4 Zombies on fire.	
Right Between the Eyes	500 XP
Headshot 10 Zombies in a row.	
Out With a Bang	250 XP
Kill Sarah with a grenade after clearing Zombies.	


DEMON WITHIN
N
START
A
B
C
D
CONTINUE
"Egyptian allies have the building surrounded. Waiting for our go!"

RECOMMENDED LOADOUT

Cybercore: Martial

Recommended Skills: Enhanced Overdrive, Camouflage

Primary Weapon: Light Machine Gun

Ⓐ Defeat Sarah Hall

Immediately after landing, your forces are assaulted by Sarah Hall piloting a powerful Manticore. Since Hall is manually operating the mech, you cannot Remote Hijack it.

Hall has a variety of attacks, including the normal MG and missile. She also has a special spike attack. When she fires a spike near you, it shows up on your HUD like a grenade. This makes it hard to stay in cover. As soon as you see one land, sprint out to find another piece of cover.

Hall's most dangerous attack is a leaping stomp. She almost always goes for you. As soon as you see her leaping, sprint away from her landing point.

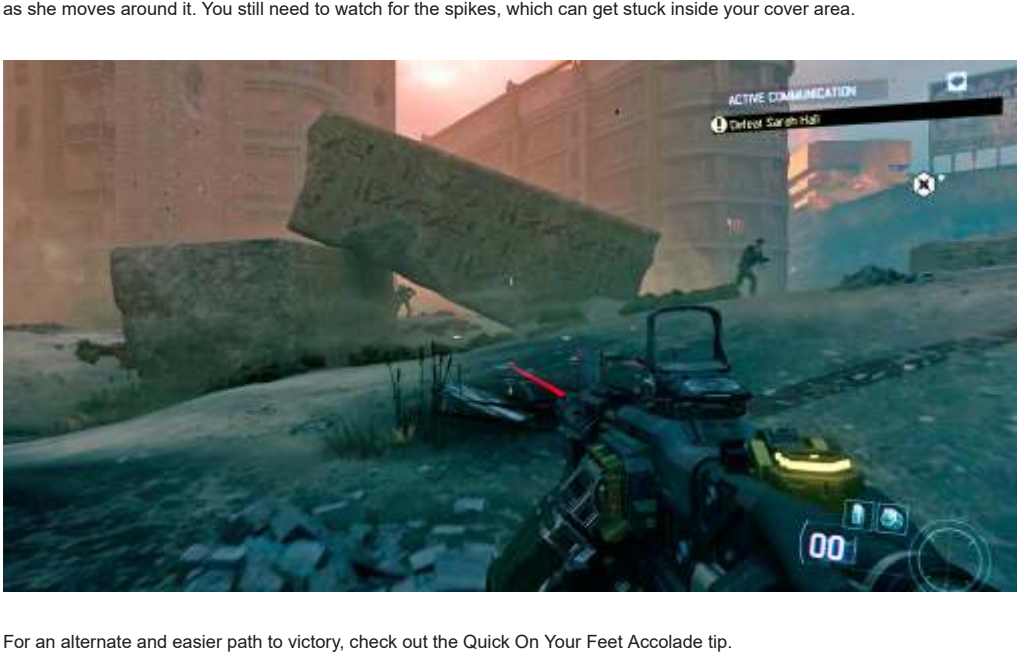
To survive this fight, you must constantly remain in cover. If you ever find yourself exposed, there's a good chance Hall will kill you. When moving between cover, watch out for the fire on the ground. The flames can cause serious damage if you run through it.

There are also several rocket launchers in the area that can make destroying her mech a bit easier. Look for them leaning on debris and vehicles in the area.

To take this fight in a straightforward manner, we recommend the Martial tree. Enhanced Overdrive gives you an edge on attacking, while Camo can provide a reprieve from Hall if you get caught in a tight spot. You can also use Camo to freely target heat seekers on the mech.

As the fight continues, Hall gives you updates on its health. It takes a tremendous amount of damage before breaking down.

If you're having trouble in this fight, there's one piece of cover that affords very good protection. Look for a larger pillar that has toppled and is forming a triangle. This little nook is very difficult for Hall to fire on. Switch between each side of the pillar as she moves around it. You still need to watch for the spikes, which can get stuck inside your cover area.



For an alternate and easier path to victory, check out the Quick On Your Feet Accolade tip.

Quick On Your Feat

This is a lot easier than you may think. Instead of taking the fight directly to Hall, immediately Remote Hijack a flying drone. The drone isn't impervious to attack, but as long as you have it hacked, you can't be hit. If your drone gets destroyed, stay behind cover and wait for your DNI to recharge.

Ⓑ Extract Intel on Taylor's Team: Pick Up the Child

You are warped into Sarah Hall's mind and follow the white trees. Initially, there is no mission objective in the Pause menu (it says "Awaiting update..."). When you step forward to the first tree, it updates to "Extract Intel on Taylor's Team: Information Unavailable."

When you're close enough to the baby at the last white tree, your objective updates again to "Extract Intel on Taylor's Team: Pick up the Child."

Ⓒ Pursue Sarah Hall

Unexpectedly, you find yourself on a World War II battlefield. Just ahead is a useful Mobile Armory. Use it to change your Outfitting.

RECOMMENDED LOADOUT

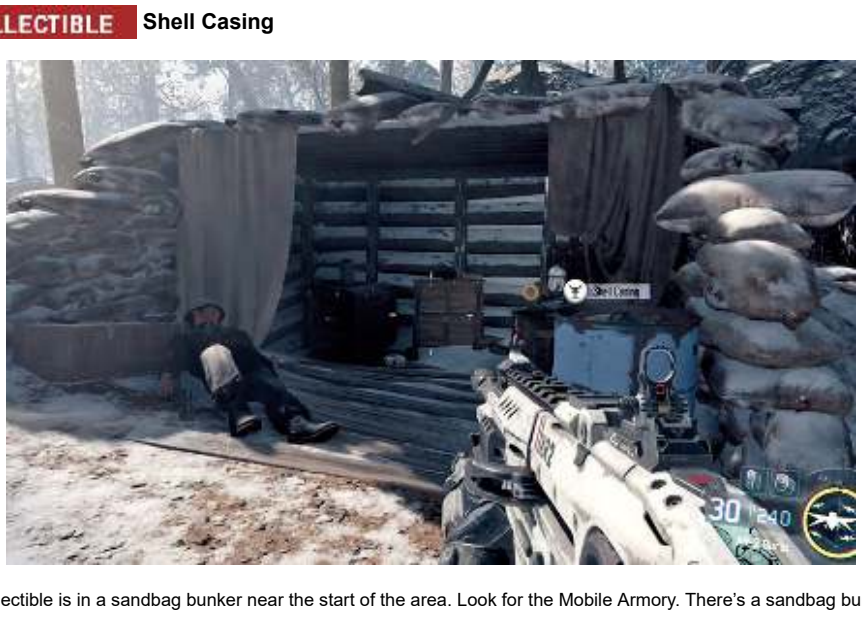
Cybercore: Chaos

Recommended Skills: Blinding Swarm, Misdirection, Sonic Anti-Personnel

Primary Weapon: Assault Rifle

When you're happy with your loadout, stay in cover and proceed into battle!

COLLECTIBLE **Shell Casing**



This collectible is in a sandbag bunker near the start of the area. Look for the Mobile Armory. There's a sandbag bunker directly ahead. Search the counter inside for this collectible.

Does DNI Work in Dreams?

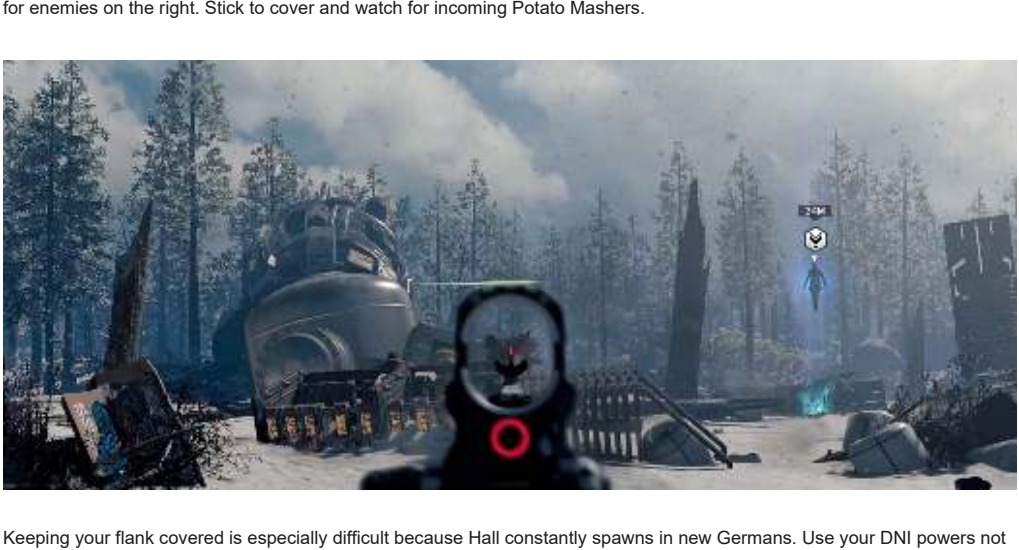
The answer is: "Yes, it does." All of your cybernetic powers, including Enhanced Vision and your offensive powers, are effective on the dream enemies throughout this level.

This is a very difficult sequence. You must push a legion of Nazis up the battlefield. Sarah repairs the German defenses as she moves through the terrain, causing even more enemies to spawn in. Use your Chaos powers to weaken the line and push them back.

Hat Trick

You score this Accolade simply by nailing headshots on the Nazis in this section. Using a precise weapon like an Assault Rifle makes this quite manageable. Just line up the shots with ADS before firing. There are plenty of targets to practice on!

The battlefield here is very wide. Move down the left line of the area, shooting enemies ahead, but also keeping an eye out for enemies on the right. Stick to cover and watch for incoming Potato Mashers.

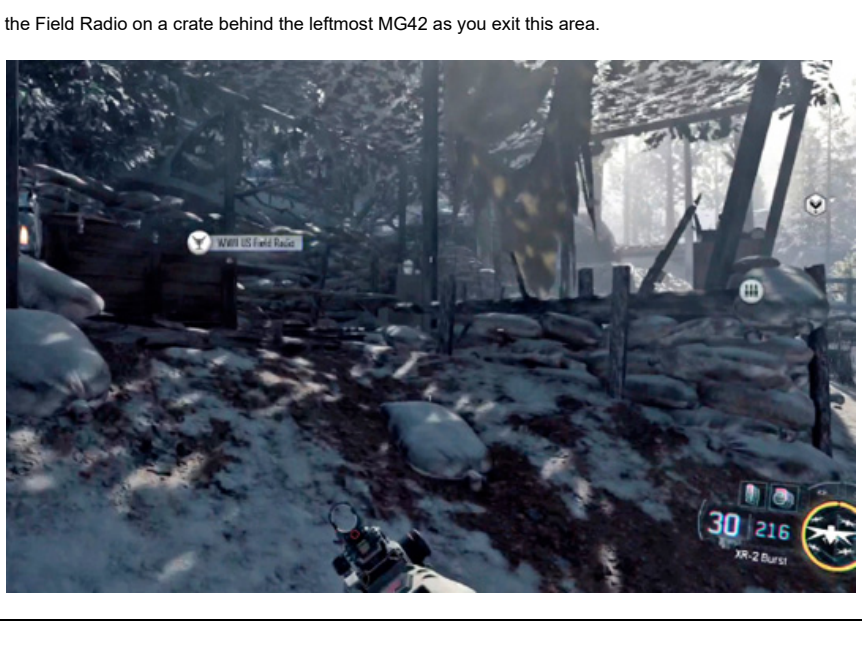


Keeping your flank covered is especially difficult because Hall constantly spawns in new Germans. Use your DNI powers not only to help you on the battlefield, but also to spot Nazis firing from cover.

After proceeding a fair distance up the battlefield, you're rewarded with a checkpoint. There are two tough MG Nests ahead. Continue moving up on the right, picking off the enemies around the nests.

COLLECTIBLE **Field Radio**

Look for the Field Radio on a crate behind the leftmost MG42 as you exit this area.



Volume of Fire

This Accolade is much more difficult than it sounds. There are two MG42s mounted at the end of the level. You need to sneak up the right side of the area, using Camo to prevent fighting with as many enemies as you can. Once you've made it to the back of the area, kill the soldiers around the right MG42, and sprint up to it. Jump on the MG42, and hopefully there are enough enemies in sight to earn the Accolade. This may take several tries to get it right.

After you've cleared the initial area, Sarah Hall begins causing the land around you to transform. The sun goes down. The next section is a straightforward trail. Just keep to cover and kill the Nazis as they spawn around you.

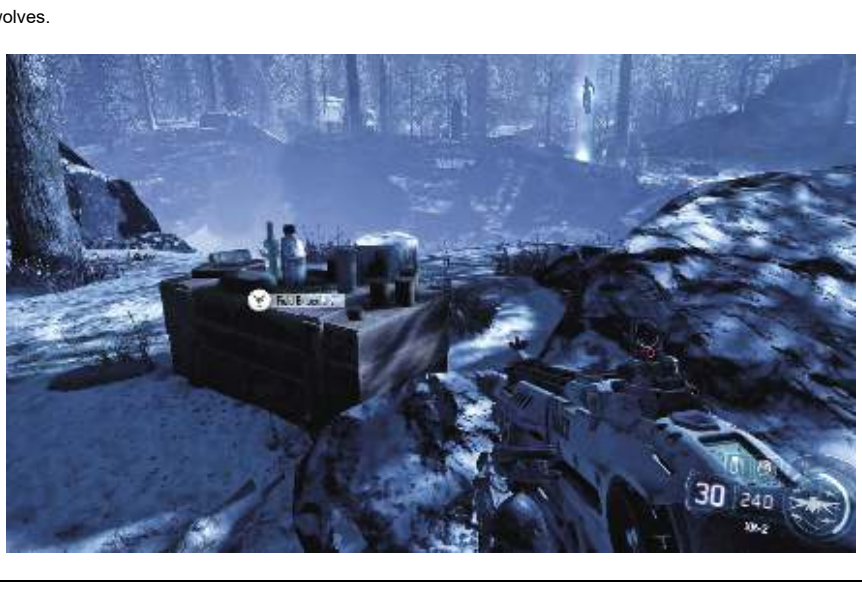
"What the hell was that?"

At the end of the path, you encounter a new enemy: Dire Wolves. There are two wolves near a corpse. Use your Assault Rifle to pick them off. Next, wolves spawn in as Sarah moves forward. Hang back on the upper bunker and kill the wolves as they spawn on the edges of the area.

The wolves are easy to kill, but they can quickly sneak up on you. Keep looking in all directions to make sure you aren't flanked.

COLLECTIBLE **Field Binoculars**

These collectibles are lying on a crate in the Dire Wolf encampment. Look for the to the left of where you encounter the first pair of wolves.



Snagged

This Accolade requires you to shoot two wolves in mid-air. When the wolves spawn in on the cliffs in the surrounding area, they often jump onto the main path. You must shoot them while they're jumping.

Way of the Fist

Only try this on Recruit difficulty. Just stick to meleeing the wolves. When a large group spawns in, retreat back down the trail to make sure you aren't getting attacked by multiple wolves at once. You can take several bites before getting killed on Recruit.

The Fastest Gun

The requirement is to kill five enemies in 10 seconds. Interestingly, this is most easily accomplished in the Dire Wolf sequence. Wait for a large group to spawn in, then mow them down with your weapon.

Prey Instincts

This is a fairly difficult Accolade; you must perform perfectly in this section, never letting the wolves get too close. The best strategy here is to run back down the trail as soon as a new set of wolves spawns. This forces the wolves to line up as they pursue you, making them easy targets.

While it's technically possible to get Way of the Fist and Prey Instincts on one playthrough, we recommend you attempt these on two separate level playthroughs.

There are several Accolades to try for here, so be sure to review the tips to see if you can get any while fighting through the section. Note that you cannot use DNI skills that are designed to be used against humans on these wolves.

Meet Sarah at the end of the path to complete the section.

Ⓓ Pursue Sarah Hall (Part 2)

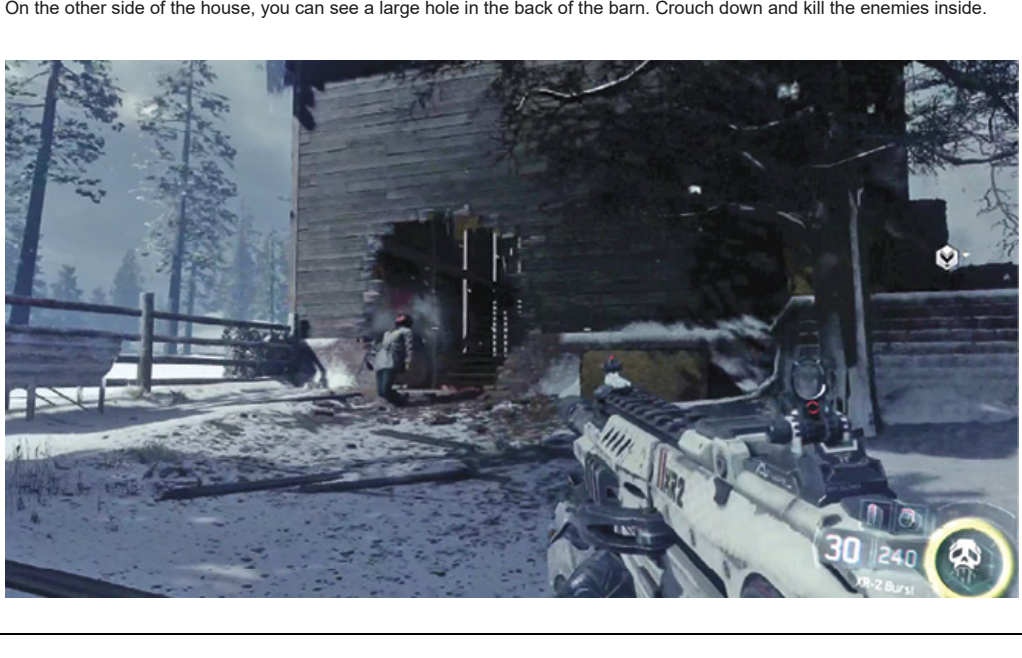
After the extended cinematic, you find yourself in a room with three Nazis. They aren't aware of your presence, so use a disabling DNI skill like Sonic Anti-Personnel.

No Luck MG42s

Killing enemies in this area of the game with a mounted MG42 does not count toward the Volume of Fire Accolade.

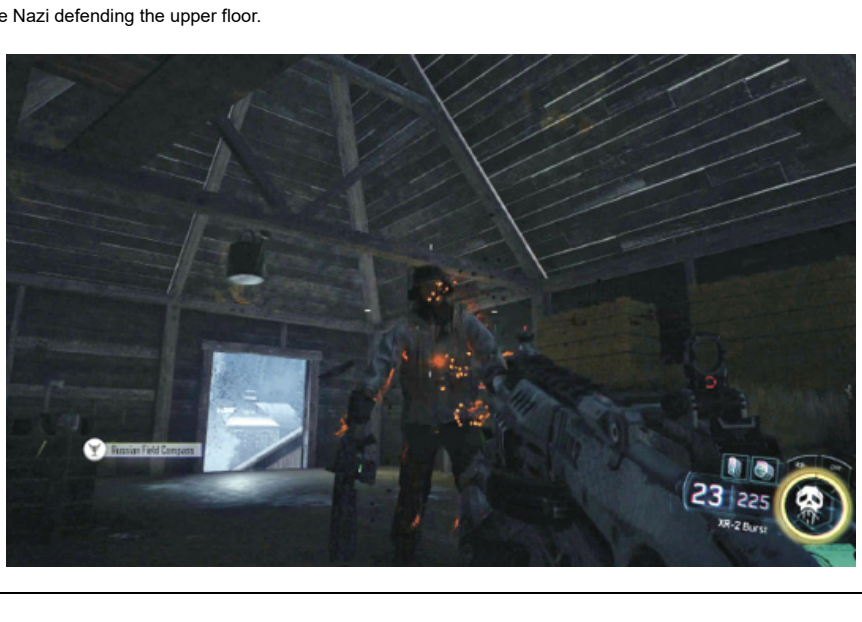
There's another Nazi army ready to fight outside. Move out to the wall and pick off the soldiers defending the front line. There's a large barn straight ahead. Watch the plywood-barricaded window for a MG42. Pick off the gun operator, then move into the small, open house on the left.

On the other side of the house, you can see a large hole in the back of the barn. Crouch down and kill the enemies inside.



COLLECTIBLE **Russian Field Compass**

The compass is on the second floor of this tall farmhouse. Head upstairs and look for it on a crate. Watch out, there's at least one Nazi defending the upper floor.



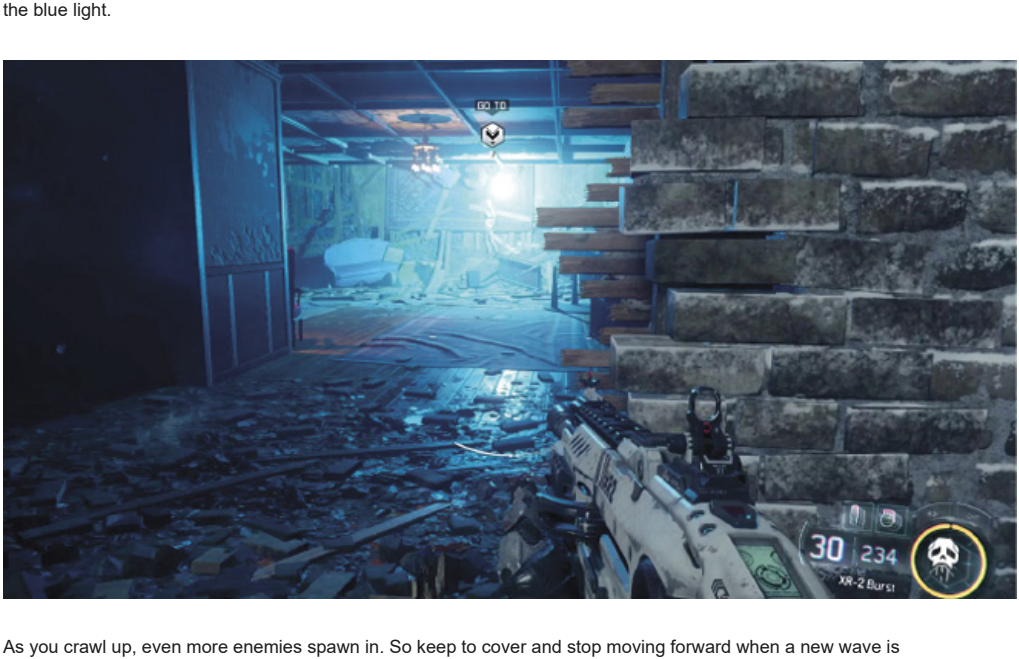
Peek out the other side of the barn. Several enemies are holding the line. Strafe out into the doorway and pick off any enemies in the open. Kill the enemy on the right, and then use Sonic Anti-Personnel on the Nazis fighting toward the middle of the area.

When you move into the next house, watch out for respawning enemies. Whenever Hall moves up, she spawns more foes. The Nazis have setup an impressive firewall in front of the mansion. Their last line of defense. Use your Chaos DNI skills to cut them down.

Avoid Exploration

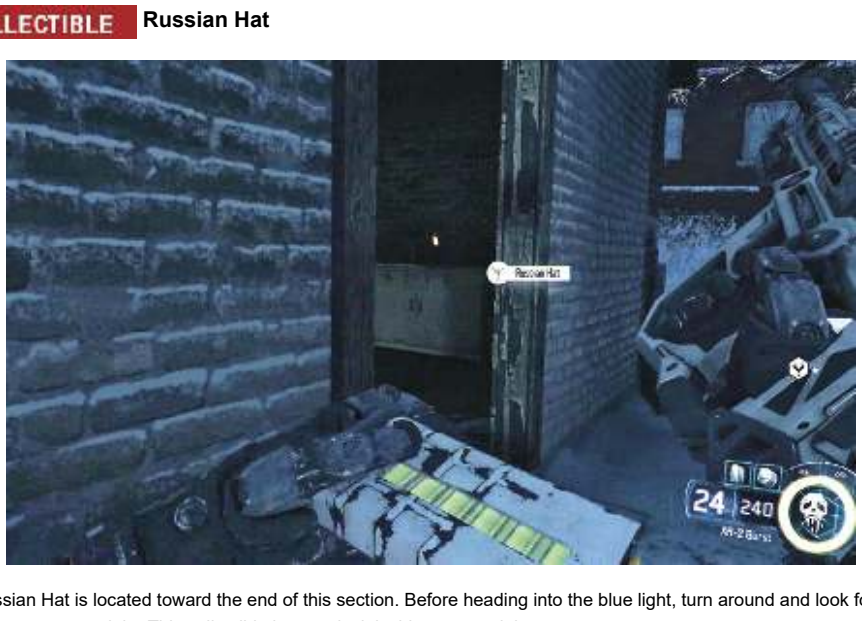
In this section of the game, because of the unreality of Hall's imagination, enemies spawn wherever you move. As such, unless you are going for a high score, it's inadvisable to "zig-zag" across the battlefield. Pick a line and go with it; you'll have fewer enemies to fight.

The Nazis have more reinforcements, including another barn-mounted MG. Kill the gunner up on the right, and move toward the blue light.



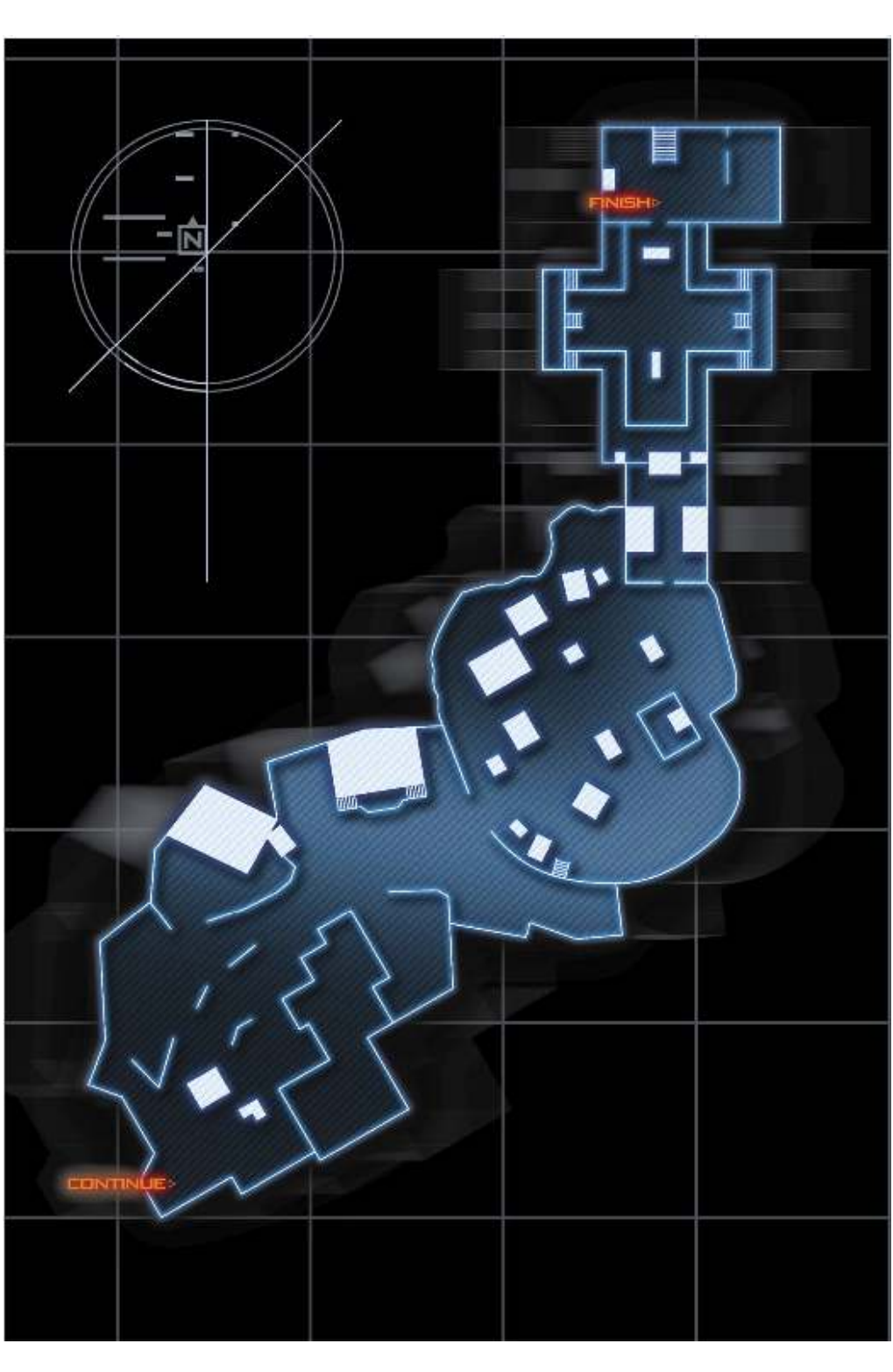
As you crawl up, even more enemies spawn in. So keep to cover and stop moving forward when a new wave is resurrected.

COLLECTIBLE **Russian Hat**



The Russian Hat is located toward the end of this section. Before heading into the blue light, turn around and look for a small house on your right. This collectible is on a desk inside, to your right.

When the field is clear, proceed to the hole in the house to exit to the next area.



Ⓔ Pursue Sarah Hall (Part 3)

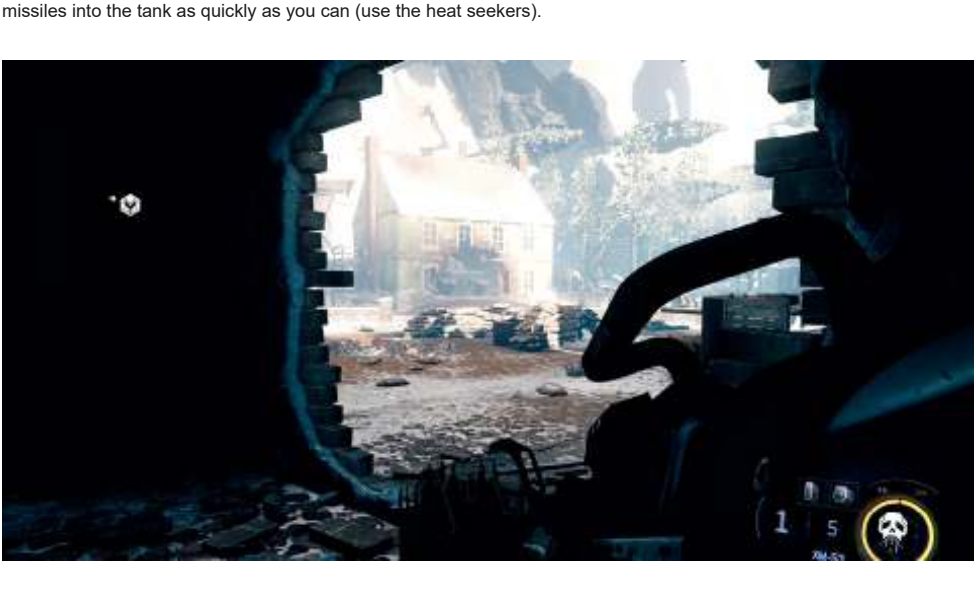
You are teleported to another field of battle in WWII. The same strange rules apply in this world. As Hall moves, enemies are resurrected to fight against you. In this area, there are no GIs helping you push against the enemy.

Beat You to It

To earn this Accolade, you must nail the Tiger Tank before it rolls too far into the village. To do this, sprint out of the starting area as quickly as you can. Melee or shoot the guard standing in the alley.

Head into the bombed out building directly ahead. Melee kill the enemy inside. Look for a missile launcher on the back wall.

Pick up the launcher and look out the blown-out wall. You should see the Tiger Tank just arriving opposite. Fire three missiles into the tank as quickly as you can (use the heat seekers).



This strategy is not recommended on harder difficulties!

After you spawn, shoot the sniper on the rooftop opposite. When you move out, an enemy Tiger Tank arrives. You may still have your XM-53 rocket launcher from your fight against Hall. If not, you can find one by searching the area.

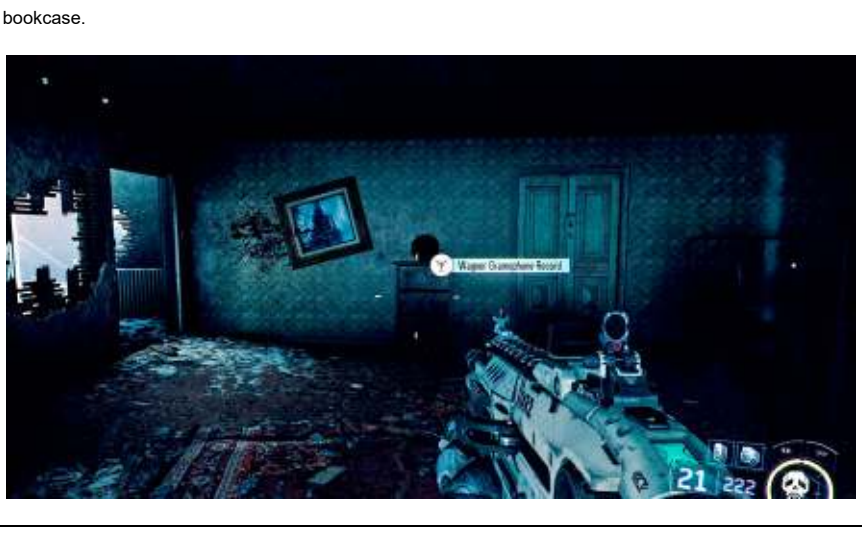
The Tiger tank can take several direct missile hits, and regularly fires off deadly rounds in the village. Luckily, you have target lock missiles! To make destroying the tank easier, use your Assault Rifle to pick off the top gunner.

Stay in the entry area and keep firing rounds at the tank until it retreats further into the village.

There are still plenty of soldiers in the area, so begin working on them after the tank retreats. As you advance, be ready for sniper and regular enemy respawns as Sarah advances with you. When you reach the street, move up the dirt hill on your right.

COLLECTIBLE **Gramophone Record**

This last collectible is well-hidden inside this bombed-out house. Search the back room for the vinyl artifact. It's on top of a wooden bookcase.



The Tiger Tank is patrolling the streets on the other side of this building. From this distance, you don't need to use your target lock. Just keep firing at the tank until it blows.

You may have defeated the tank, but you must still survive the fortified graveyard. Use your DNI skills to weaken the enemies. When the area looks clear, crouch down and sneak up through the right side of the Graveyard.

As you approach, you encounter several more enemies in the area. Just make sure your skill of choice is ready (Sonic Anti-Personnel is particularly effective), and use it to disable them. Stay low and move to the church entrance at the back of the cemetery.

Ⓕ Defeat the A.S.P.

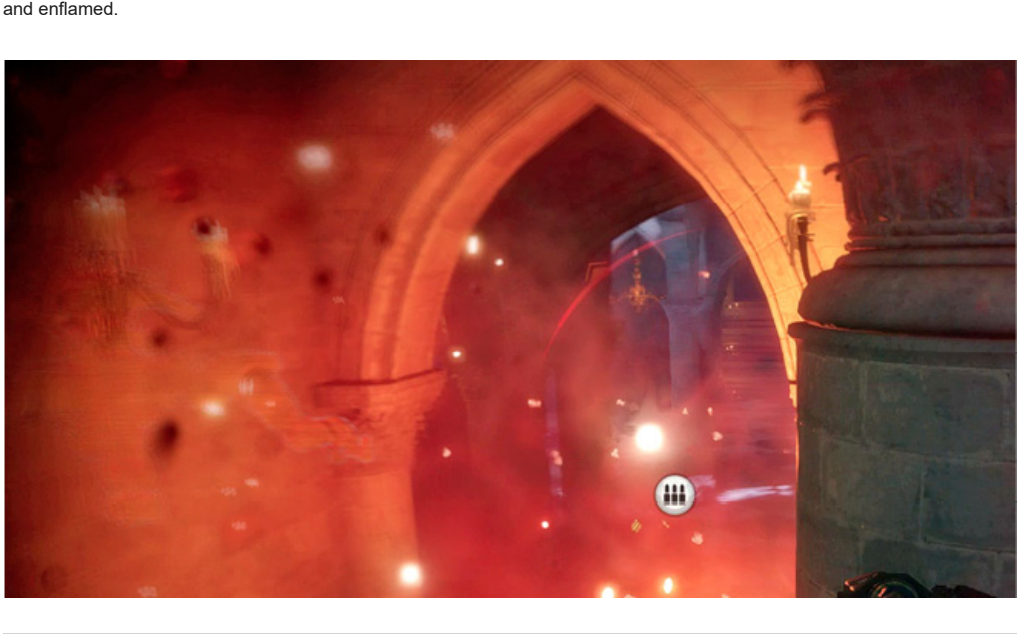
In this boss battle, you must fight an A.S.P. while surrounded by Nazis. Luckily, these enemies are also fighting the A.S.P., which provides some distraction.

After spawning, retreat to the rear of the area. You need to clear the back of the Cathedral, so you can focus on the tank. Use your DNI to dispose of the frantic Nazis. When the back area is clear, peer out at the tank and use the same strategies you used before to take it down.

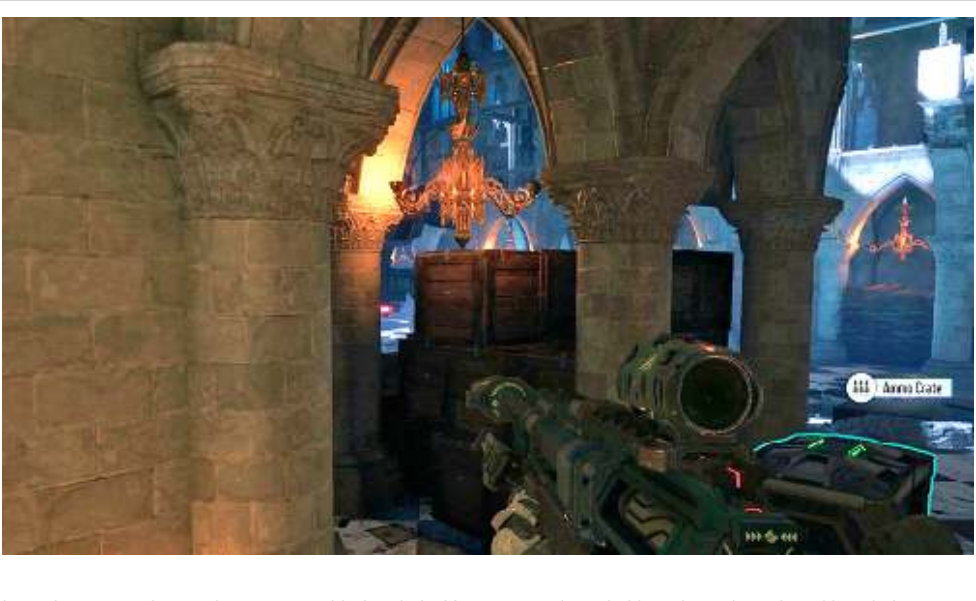
Does Remote Hijack Work in Dreams?

Unfortunately, the answer is: "No, it does not." If you have the power equipped, it does nothing against the A.S.P.

Fire at the base of the A.S.P. drone to lower its anti-missile defense, then use your missile launcher to destroy it. The A.S.P. has a super-laser weapon, so watch out for that. You will hear it charge up. If it fires on an area, that entire zone is blasted and enflamed.



Unscathed



It requires tremendous patience to earn this Accolade. You must get through this entire tank section without being damaged once.

As soon as you start out, turn around and sprint back to the ammo crate. Head halfway up the stairs. This is your safe spot because it's very difficult for the tank to hit you here.

Next, you must eliminate all of the soldiers in the area without getting hit. The safest way to do this is repeatedly fire off Firefly Swarms. They are strong enough to kill the soldiers and do all the dirty work for you.

While the Swarms are at work, sneak up the stairs and change your weapon to the Sniper Rifle. This is preferred because you won't need to get more ammo for it, and it takes fewer hits to bring down the A.S.P. defenses.

Once you've killed all the normal enemies in the area, wait in your spot until the tank approaches. Stay crouched and look out to fire on the A.S.P. When you've disabled the defenses, immediately rush to the middle of the room and fire a missile. There's time to fire only one non-seeking missile before you must retreat to cover.

Ⓖ Fight Through Sarah's Delusions

The scene here is familiar to Call of Duty veterans. You are trapped in a house and surrounded by zombies.

This is a close range battle, so if you're lucky enough to have a shotgun equipped, it makes the battle much easier. To survive, keep moving through the house, forming small circles to ensure the zombies never get behind you. If you try to man a corner, you eventually become overwhelmed.

There are several difficult Accolades to get in this section. As you kill each wave of zombie enemies, you get a checkpoint, which makes getting these Accolades a bit easier.

Hands Off

To earn this Accolade, don't get hit by any zombies during the entire sequence. This may take a few tries to master as you must expertly navigate the area to avoid getting jumped. Always keep your weapon reloaded, and watch your 6!

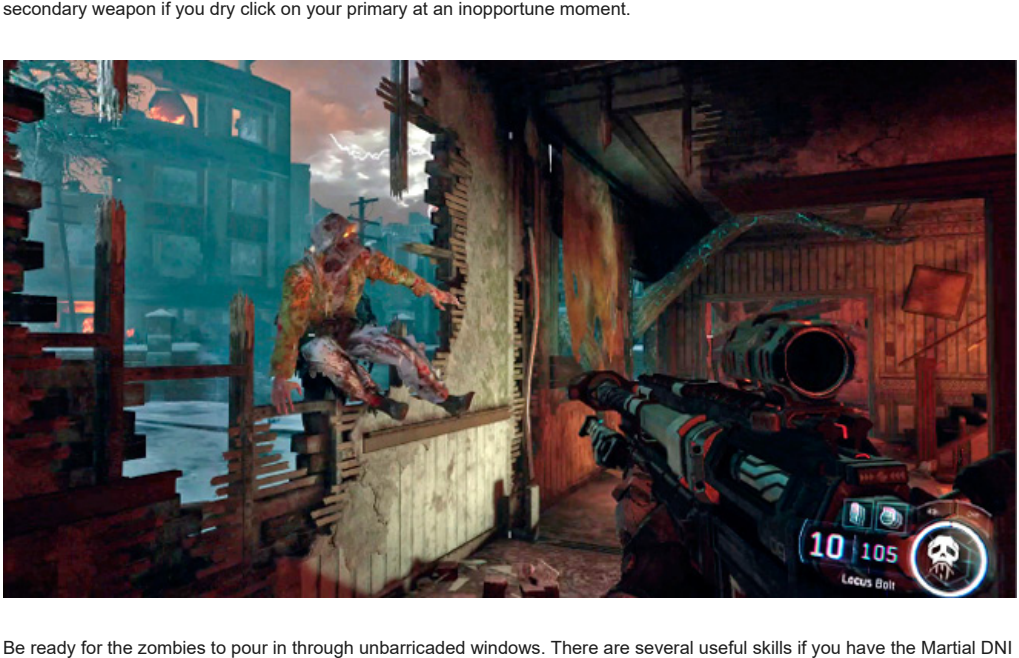
Incinerator

The easiest way to earn Incinerator is to use Flaming Swarm on the zombies. Each zombie you light up counts toward this Accolade. Don't worry if it doesn't trigger right away; it only does after you've defeated all the zombies.

Right Between the Eyes

Score 10 headshots in a row to earn this. Any weapon will do, just make sure you always use ADS when targeting the enemies. Any body shot will cancel the Accolade.

As you kill zombies, a fire starts at the back of the house. With each new wave, the fire moves closer and closer giving you less room to run. Eventually, you'll get overwhelmed by zombies. Try to keep your cool, and remember you have your secondary weapon if you dry click on your primary at an inopportune moment.



Be ready for the zombies to pour in through unbarricaded windows. There are several useful skills if you have the Martial DNI set equipped. You can use Rapid Strike to quickly melee the zombies and Concussive Wave to clear a room.

When you finally reach the end of the waves, Hall realizes that you must end the nightmare for her. Look out the front window to see her levitating. Shoot her with your weapon to finish both her and the chapter.

Out With a Bang

One last Accolade for this level! When you're asked to kill Hall, instead of taking the obvious route of shooting her with your weapon, cook a grenade for three seconds, then toss it at her. If you manage to hit her in mid-air, you get the Accolade.

09 Sand Castle

Egypt Aquifer

Day 6

Mission Briefing: In a joint operation with the Egyptian Army, launch an air assault on the aquifer drilling platform—suspected location of the two remaining targets.

Mission Objectives

Ⓐ Eliminate Air Threat.

Ⓑ Eliminate Air Defenses.

Ⓒ Land on the Mobile Refinery.

Ⓓ Go to the Communications Array.

Ⓔ Cover Kane.

Ⓕ Board your F-85B Bullshark.

Ⓖ Eliminate Refinery Defenses.

Ⓗ Go to the Communications Array.

Ⓘ Cover Kane (Again).

Ⓙ Board your F-85B Bullshark (Again).

Ⓚ Go to Taylor and Maretti's last known location.

Ⓛ Go to the Surface.

Ⓜ Eliminate Air Threat (Again).

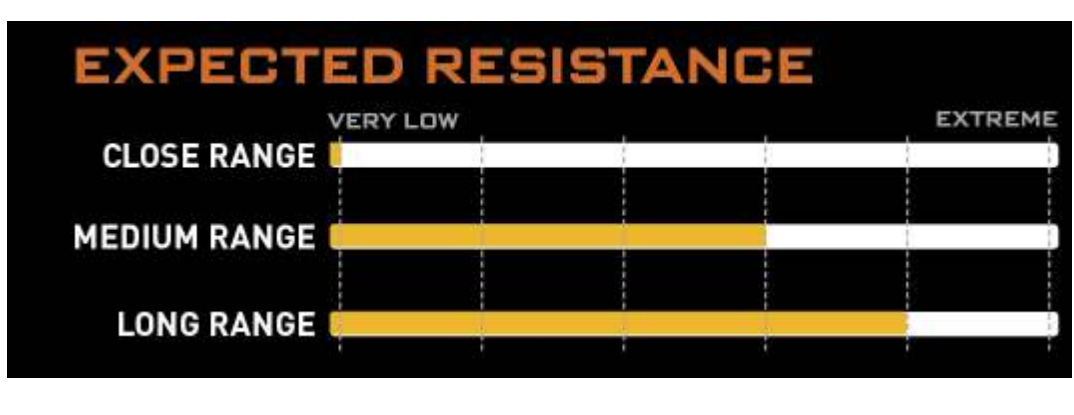
Ⓝ Provide Fire Support for Khalil's Squad.

Ⓞ Apprehend Maretti.

Ⓟ Hack the First Generator.

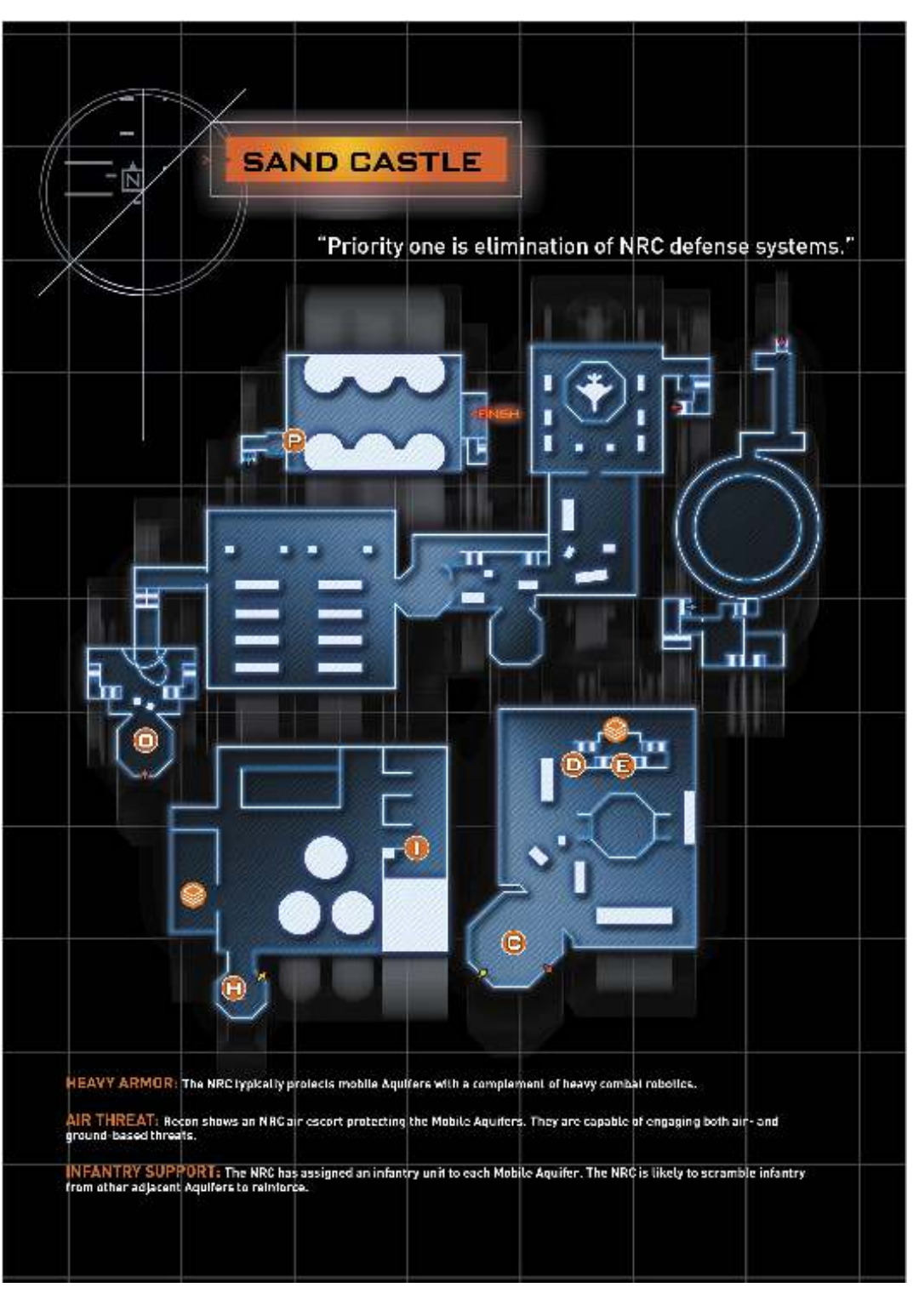
Ⓠ Hack the Second Generator.

Ⓡ Breach the Door.



Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 25,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Raining Fire	250 XP
Kill 90 enemies while piloting the Bullshark.	
Bring them Down!	250 XP
Shoot down 7 Wraiths.	
Fill It With Holes	250 XP
While piloting the Bullshark, destroy all A.S.P. units using only guns.	
Fire for Effect	500 XP
While piloting the Bullshark, kill 5 enemies with one missile.	
Multiple K.I.A.	500 XP
Kill 10 enemies in under 2 seconds.	
Phantom	1000 XP
Take no damage while eliminating the air defenses.	
TNT	1000 XP
Kill 15 enemies with explosive containers.	
Defense	1000 XP
Kill 45 enemies while defending Khalil's Squad.	
Destroy VTOLs	500 XP
Destroy all VTOLs Troop Carriers.	
Dog Fight	250 XP
While piloting the Bullshark, shoot down 8 enemy VTOLs using only Guns.	
Evasive Maneuver	500 XP
Defeat Maretti without getting hit.	
All Too Powerful	Fabrication Kit
Complete the sniper battle only using Cybercore powers.	


SAND CASTLE
"Priority one is elimination of NRC defense systems."
N
FINISH
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C
HEAVY ARMOR: The NRC typically protects mobile Aquifers with a complement of heavy combat robotics.
AIR THREAT: Recon shows an NRC air escort protecting the Mobile Aquifers. They are capable of engaging both air- and ground-based threats.
INFANTRY SUPPORT: The NRC has assigned an infantry unit to each Mobile Aquifer. The NRC is likely to scramble infantry from other adjacent Aquifers to reinforce.

Fly, Swim, Shoot

To earn this Accolade, you must complete Sand Castle on Hardened or higher difficulty.

RECOMMENDED LOADOUT

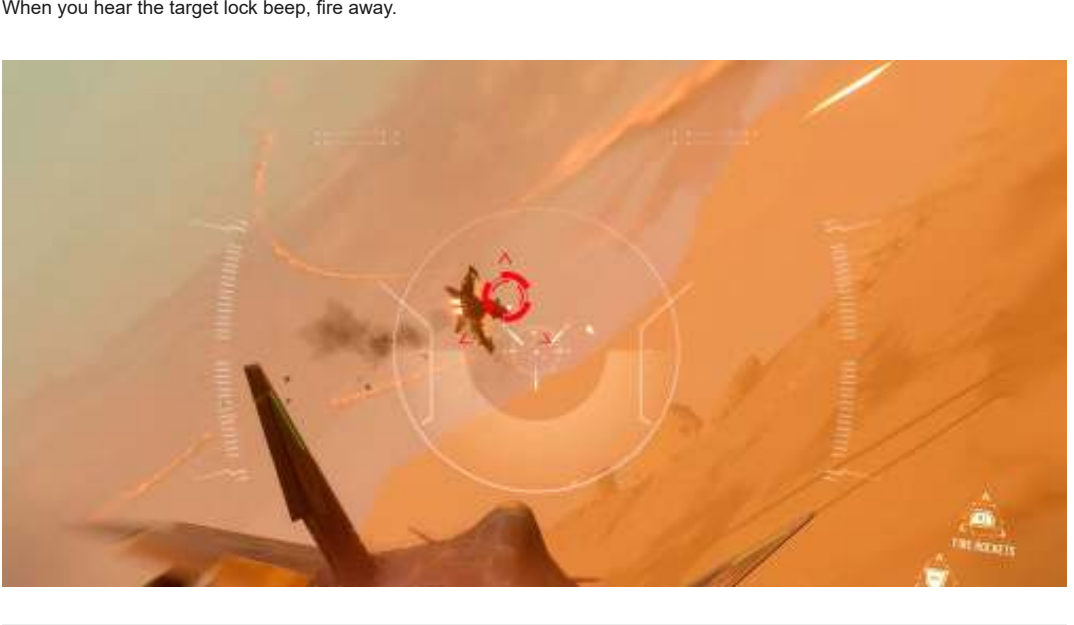
Cybercore: Chaos

Recommended Skills: Sonic Anti-Personnel, Cacophony

Primary Weapon: Assault Rifle

Ⓐ Eliminate Air Threat

For much of this level, you'll be gunning from within an F-85B Bullshark Fighter Jet. In this mode, the jet has two weapons: Machine Gun and Missile. You can freely fire the Machine Gun without worrying about it overheating or running out of ammo. The Missiles are useful only if you get a lock on your target. To do this, keep the enemy in your sights for a few seconds. When you hear the target lock beep, fire away.



Dog Fight

You must shoot down eight enemy VTOLs with only your Machine Guns. You can snag a few kills toward this Accolade in the first section. There's a second Dog Fight area where you can pick up the remaining kills.

Use your Look stick to get enemies in your sights. It's a good idea to open up with the Machine Gun, then unleash a Missile as soon as you have a lock. Keep one finger on the Machine Gun button, with another finger ready on the Missile button to unleash as soon as the lock registers.

Harder difficulties mean the enemy jets can take more fire before going down. Kill four jets to complete the section.

Ⓑ Eliminate Air Defenses

Your jet enters VTOL mode after the fight. This allows you to hover around in any direction. The jet automatically points in the direction of the enemy and puts you at an elevation to avoid obstacles.

Fill It with Holes

Instead of using your Missiles on the Anti-Air targets, use your machine guns. If you destroy all the A.S.P.s in this way, you earn the Fill It with Holes Accolade. However, it isn't just the first set, but also all other A.S.P.s you encounter later in the level. These things don't exactly hide, so it should be easy to find them all before the end of the level.

Raining Fire

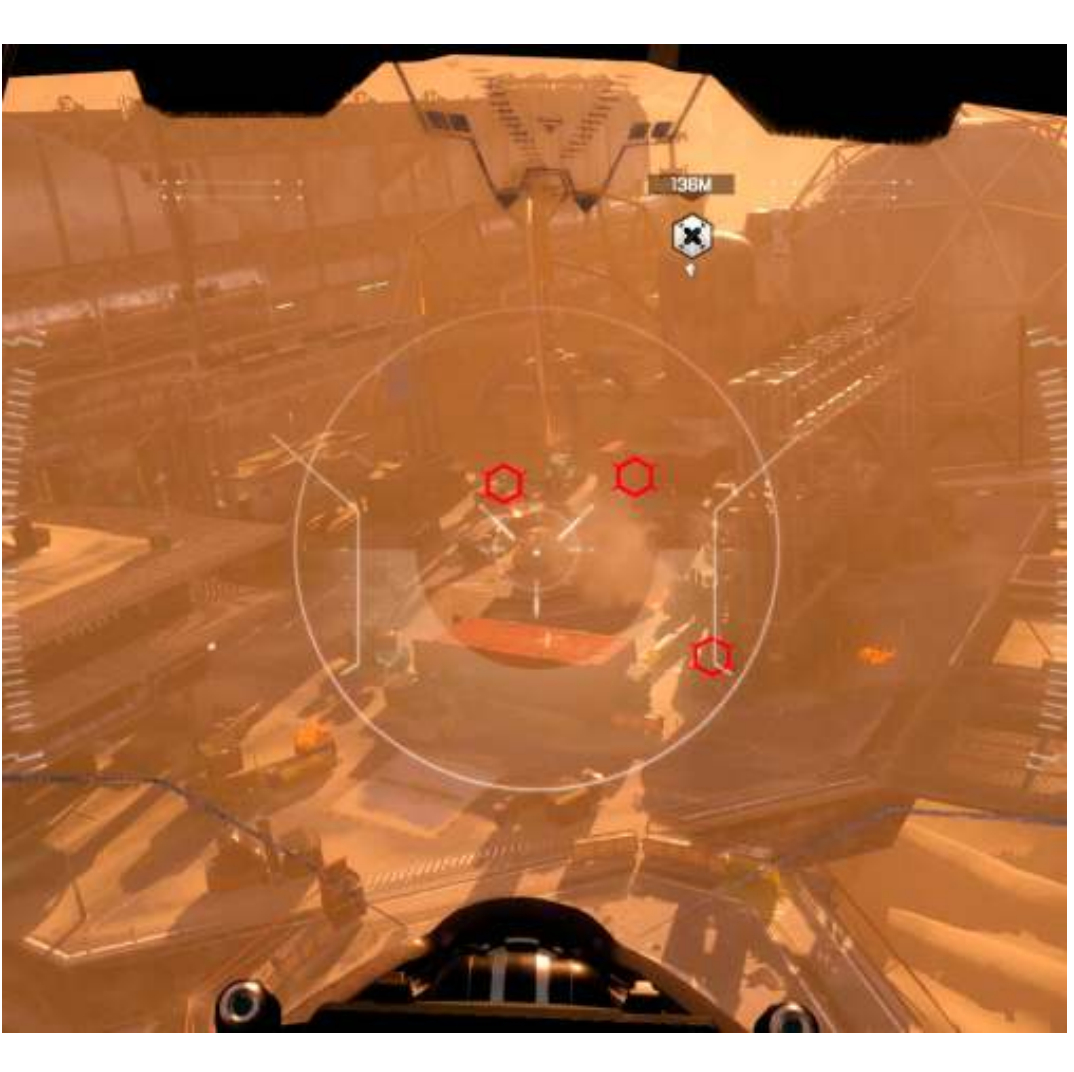
Several small targets are visible beyond your main objective when attacking the air defense platform. Move in with your ship and hit them. These air to ground battles occur throughout the level, so keep pouring on the fire until you hit 90 confirmed kills and receive the Accolade.

Phantom

To earn this Accolade, you must take down the air defenses without receiving any damage. Hang back as far as you can from the control tower and use your missile locks on each of the air defenses to destroy them without getting close. The last (middle) one can be tricky, so try targeting from the right side of the platform.

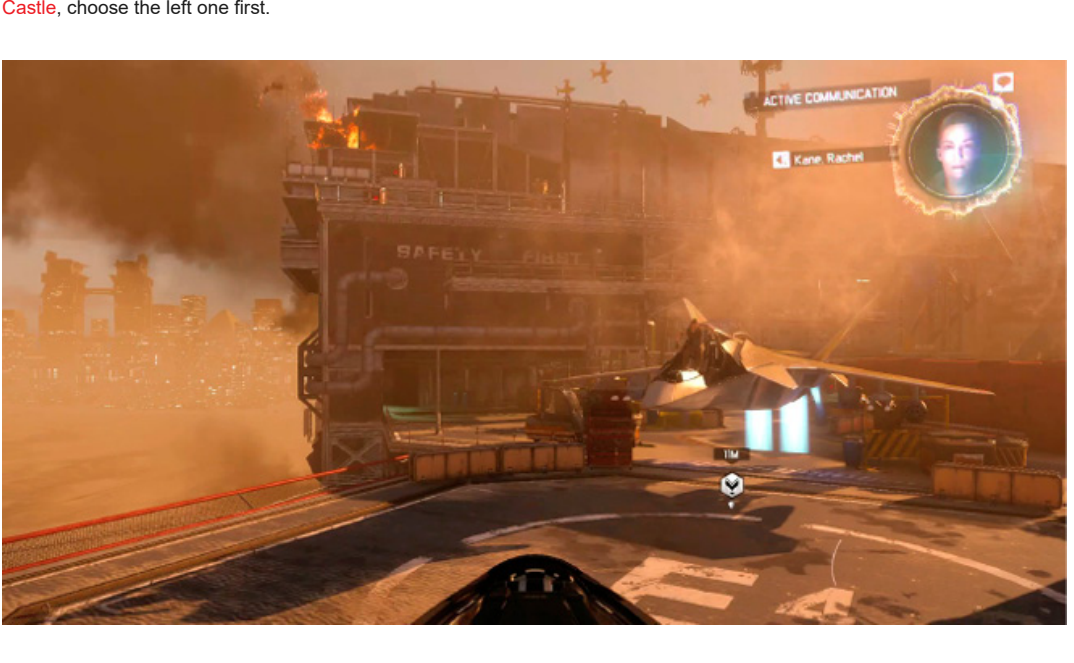
There are five anti-air A.S.P.s in the area. Luckily, your missiles can lock on to them. Keep one in view for a few seconds, then release several missiles to destroy it.

If you get close to the platform, several enemies arrive to attack you. Although these are normal soldiers, some of them are armed with RPGs, so be careful.



Ⓒ Land on the Mobile Refinery

Now that you've taken out the air defense on this side of the castle, you can move in to land. Before you do, take out the enemies standing in the area to clear the way for your team. There are two platforms to choose from. When facing Sand Castle, choose the left one first.



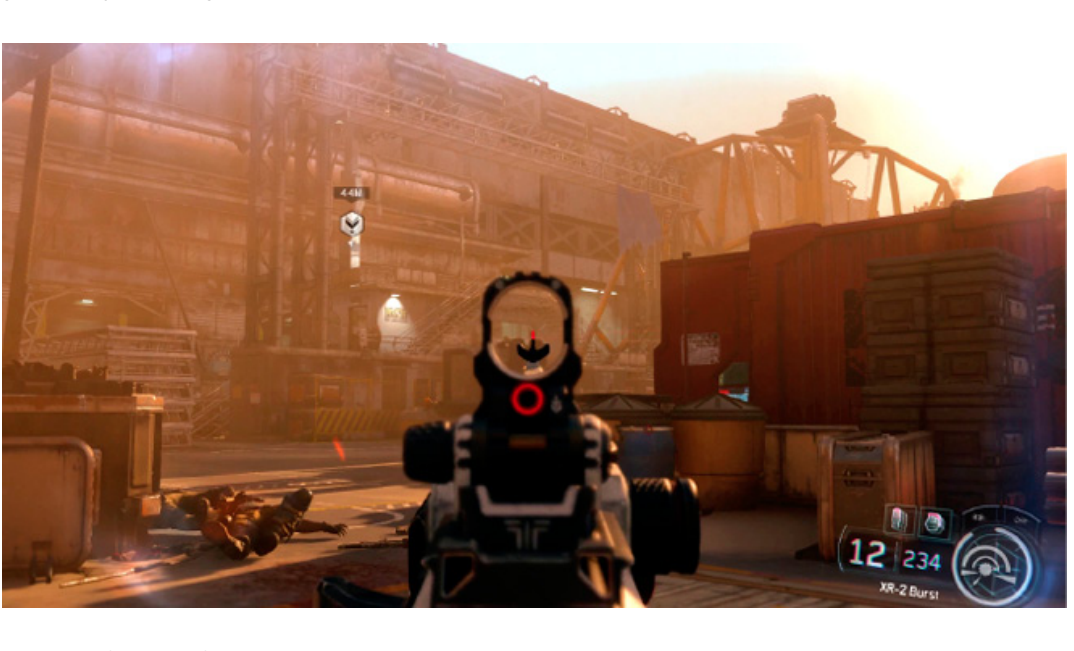
Ⓓ Go to the Communications Array

On the ground, the NRC has even more reinforcements in wait. Find some cover and start picking off the nearby enemies before they can toss grenades on your position.

TNT

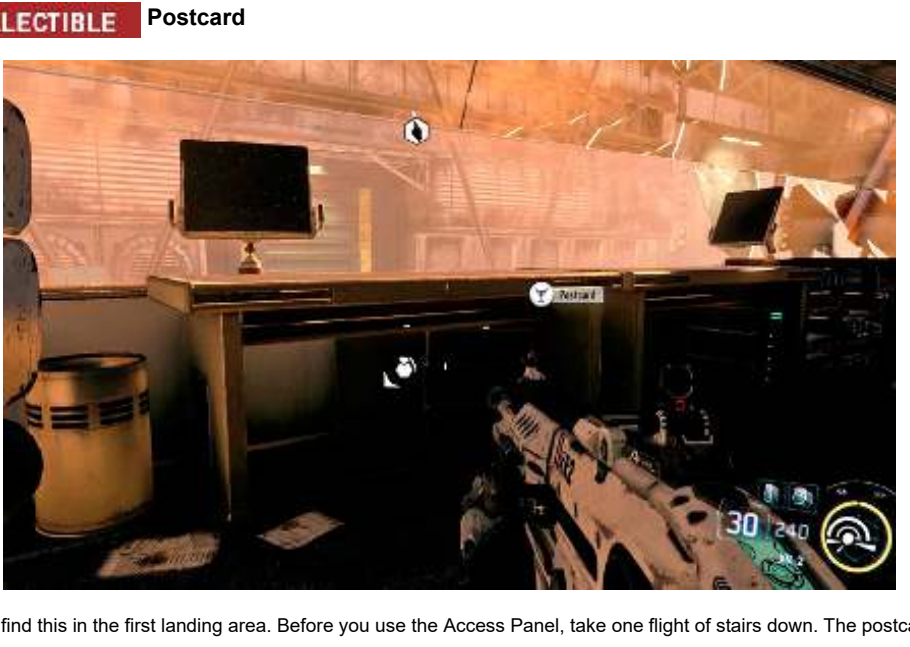
To earn TNT, you must kill 15 enemies with the explosive barrels littered throughout the area. These are located all over the place on the platform, so keep an eye on any soldiers that walk into range whenever you see one. You can use Cacophony to more easily locate and explode explosive containers. Several areas feature barrels that can explode near enemies, so you can rack up quite a few kills in the last fight.

Your priority one tango is a soldier with an RPG standing just below your objective marker. Priority two is the sniper in the glass booth just to the right of the RPG soldier.



When it's safe to move forward, inch up toward the objective marked on your HUD. There are more enemies spread around, but nothing too deadly. Climb the tower to get to the Communications Array.

COLLECTIBLE Postcard



You can find this in the first landing area. Before you use the Access Panel, take one flight of stairs down. The postcard is on the desk inside that room.

Ⓔ Cover Kane

Interact with the array tower at the top to pull off the metal panel. You now need to defend Kane while she hacks the comm array. Your HUD shows live progress as she works away. Find cover on the nearby metal panel to your right.

The first group of enemies attacks from below on the right side of the platform. Peek over the edge and pick them off as they approach.

Destroy VTOLs

You must destroy all of the VTOLs that drop off troops to earn this Accolade. The first VTOL is in this section where you're defending Kane. Grab the Rocket Launcher on the platform and wait for Hendricks to say, "You better watch out; they're dropping off more troops." When he does, look to the sky and fire off two rockets into the VTOL to bring it down. There are two more VTOLs in later sections you must destroy to complete this Accolade.

The next wave comes from directly ahead. Continue firing on them, and do your best to prevent any enemies from getting too close to the platform. It won't be possible to kill them all, so prioritize those within firing range of your position. Watch out for RPG-armed enemies on the back of the front platform.

Keep an eye out for enemy Talons after the VTOL drops off more troops. The Talons get a direct shot on you, so it's very important to take them out before they inflict too much damage. If enemies get too close to the platform, they start tossing grenades up. Be ready to toss them back quickly.

Ⓕ Board your F-85B Bullshark

With the hack complete, you need to make it back to the jet. There's no rush here, so clear out the remaining enemies before you descend the stairs.

When the way is clear, sprint to your ship to automatically board.

Ⓖ Eliminate Refinery Defenses

Circle around the side of the platform to meet a whole new set of enemy defenses. There are soldiers with RPGs, Wraiths, and Anti-Air drones.

Bring them Down!

Wraiths patrol as you circle the second air defense platform. Target them with your Machine Guns or Missiles to take them down. Kill seven to earn this Accolade.

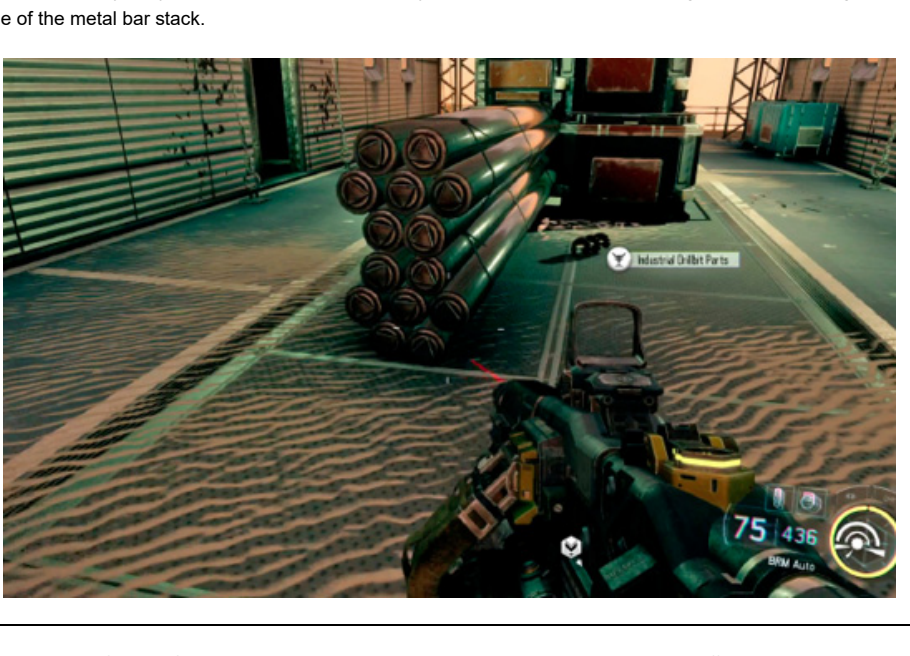
The trick to surviving this section is to keep moving. If you are moving, it's almost impossible for the RPG soldiers to hit you. Keep your guns hot, targeting the soldiers, as well as the large mech support. As soon as you get a lock on any enemy, unleash several missiles to finish it off.

Ⓗ Go to the Communications Array

Continue around the platform to the new landing pad. Clear the landing area with your jet's fire power, then hit Interact to land.

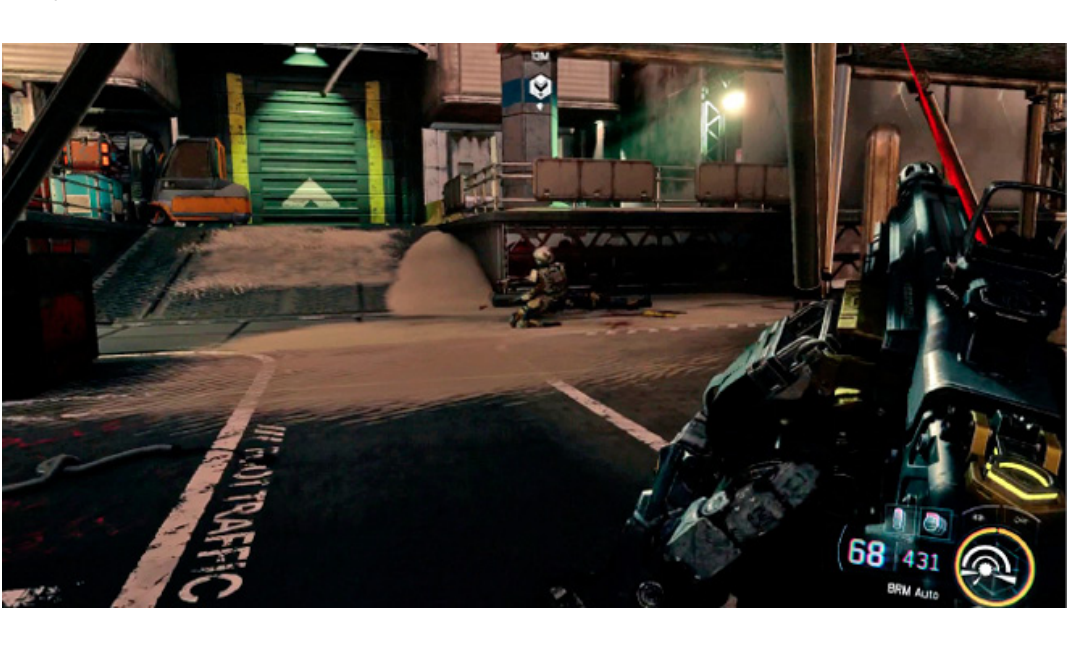
COLLECTIBLE Industrial Drill Bit

This Collectible is fairly easy to find. It's down the path on your left from the second landing point. It's on the ground on the other side of the metal bar stack.



There's another huge force defending the second array. Rush up to cover and begin picking off the enemies. They're on the walkway ahead, but prioritize the ones on your left flank.

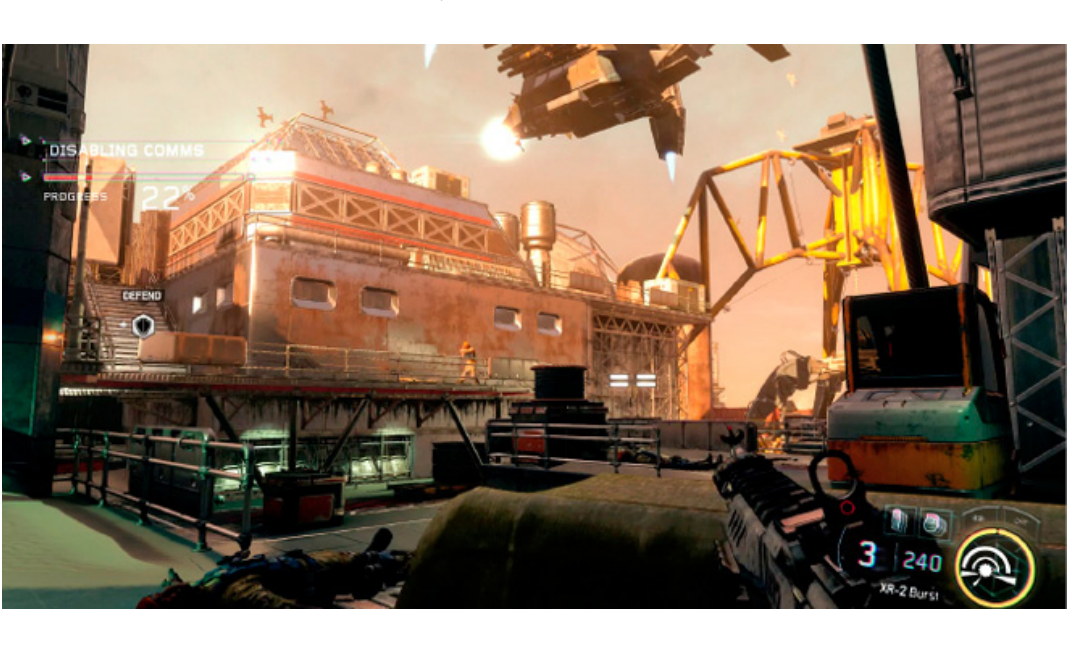
Fight your way toward the objective marker. Watch out for the RPG soldier hiding behind the fork lift on the path just before the objective.



When you reach the array, Interact with it to open it.

Ⓘ Cover Kane (Again)

It's the same deal as before. You must keep Kane safe until she can complete the Comms hack. The first sets of reinforcements come from the right. Find cover and explode the red container when they bunch up, then watch the upper deck ahead for reinforcements. Pick them off as they arrive.



Destroy VTOLs

A second VTOL appears halfway through this fight to drop off more troops. Destroy it with your rocket launcher to earn the Accolade (assuming you already shot the one in the first section, as well).

If you're having trouble in this section, get behind the rear pillar. The enemies generally target you instead of Kane, and it's easy to toss grenades and find quick cover back there.

Ⓙ Board your F-85B Bullshark (Again)

With both Comm Arrays down, your team is free to complete the mission of finding Taylor. Clear out the remaining enemies, then leave your cover to follow Kane back to the air pad.

There are several reinforcements between you and the air pad. Take it slow and remain in cover. Your DNI skills are key for making it through this part alive. There are some Talons flying overhead, so you can use Remote Hijack on them. If you're in the Chaos Tree, Firefly Swarm can work wonders.

Ⓚ Go to Taylor and Maretti's last known location

Fly around the side of the refinery to find another landing pad highlighted. Land there and proceed up the stairs after Kane. It's a short swim through to the next area. After the cinema, move up to the door at the back of the server room.

Ⓛ Go to the Surface

If you have Remote Hijack, equip it now. Be ready for two R.A.P.S. that come bombarding through the door. The R.A.P.S. are accompanied by a large company of robots. If you don't have Control DNI Powers, use your other DNI to get an edge and survive the fight.

When the robotics lie twitching on the ground, jump back into the water. Underwater, you can't use your DNI, so carefully swim through, utilizing your primary weapon to slowly pick the enemies off as they appear in view. There's not much cover down here, so position yourself with the stairs and the walls to avoid incoming fire.

When you round the first corner, toss a grenade in the room to weaken the robots. There are a half dozen to kill in there and you have plenty of oxygen, so take your time. Swim through the room to escape to the surface.

Ⓜ Eliminate Air Threat (Again)

Soon, you'll be back in the cockpit of your fighter jet. Down four bogeys to complete the section.

Ⓝ Provide Fire Support for Khalil's Squad

After the dog fight, it's back to VTOL mode. On the middle platform is Khalil's squad. Use your weapons to decimate the forces on the ground. There's some anti-air support in the form of an A.S.P. on either side of the platforms. Take those out when you have an opening between waves of ground soldiers.

Fire for Effect/Multiple K.I.A.

This is your opportunity to earn both of these Accolades with just one volley of missiles. When the attacking NRC forces build up on the platform below, unleash a volley of missiles into the crowd. If you kill more than 10 in two seconds, you get Multiple K.I.A. If you kill five enemies with one Missile, you get Fire for Effect.

Defense

This Accolade is earned by killing all enemies attacking the Egyptians. Just keep fire on the enemies as they arrive, and don't let any slip through the cracks. You must get all the enemies before the cinematic triggers.

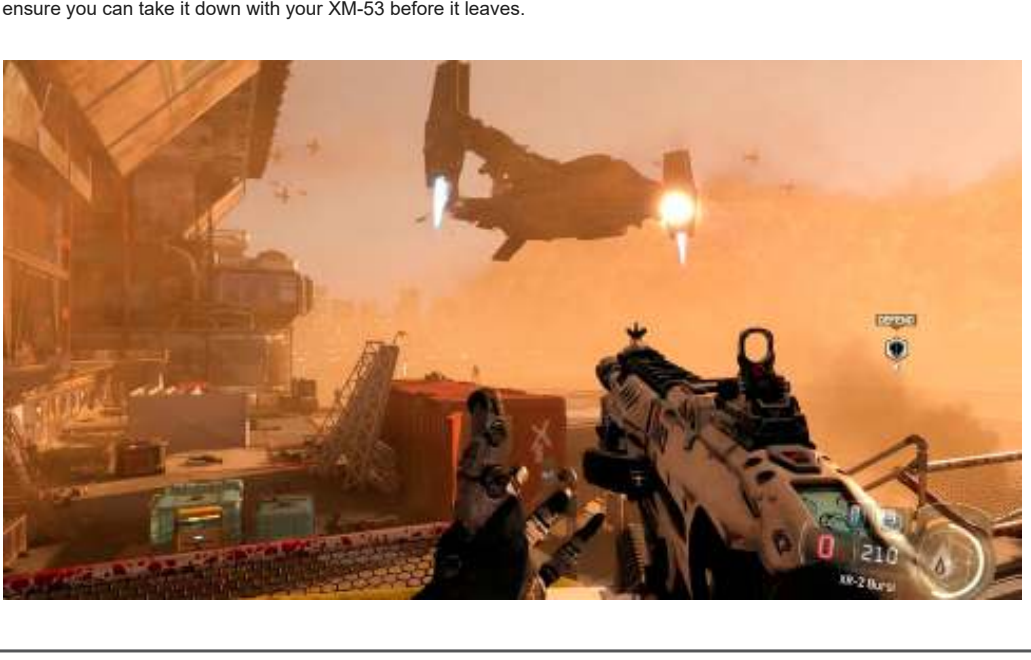
After you've decimated several waves, you patch into a video feed of Taylor.

Ⓞ Apprehend Maretti

Move around the Sand Castle to find another landing pad marked. Clear the area of enemies, then land on the pad. Even with your air support, there's still a huge number of NRC soldiers on the pad. Use the Explosive containers in the area to crush any enemies hiding in cover.

Destroy VTOLs

A third VTOL appears during this battle on the right side of the Castle. Grab some Ammo at the back of the area to ensure you can take it down with your XM-53 before it leaves.



Use your anti-personnel DNI powers to help your team advance. If you don't have Chaos equipped, you can switch to it with the Mobile Armory behind your landing point. Alternatively, equip Control and use Remote Hijack on the R.A.P.S. in the area below. There are also some Talons at the back of the area.

The dust storm is wicked here, so turning on Tactical Mode is a must. When you reach the end of the platform, head down the stairs and continue toward the objective marker on your left. Sprint to the marker to trigger a breach attack.

After the breach, you find yourselves completely surrounded by the enemy. Use the nearby pillar for cover and use a DNI skill to take out the enemies firing at you from above.

Follow Hendricks down through the next area. There are plenty of NRC in here, so don't rush. Stay in cover. If you get hit, wait until you fully heal before attempting to proceed.

The stairs down lead to a large circular room that's difficult because the enemies on the lower level shoot up at you through the grating. Use your Tactical Mode vision to fire at them through the cover.

When you've cleared the circular room of enemies, head through the hall at the back. The next area has more soldiers on the catwalk above and on the left. They like throwing grenades, so enter cautiously.

Round the last hall to catch up with Maretti. Unfortunately, he's waiting for you.

Ⓟ Hack the First Generator

You are now trapped in a room with Maretti at the back. He's using a super-powerful Sniper Rifle and will inflict massive damage on you if you get caught in his sights. You can avoid the rifle by sticking to the sides of the room. If you have to go out in the open, always sprint and Power Slide to avoid his shots.

Evasive Maneuver

For this Accolade, you must get through the entire section without getting hit by Maretti once. This can be pretty hard, so don't expect to get this on the first try. You have to get comfortable with how much time you can stay in the open before Maretti can get a shot on you. This is much easier on Recruit because Maretti is slower at targeting with the rifle.

All Too Powerful

You must get through this entire sequence using only DNI powers (no guns or grenades). This requires a lot of patience because you must wait for your DNI to recharge. The most efficient way of doing this is with the Firefly Swarm. You can release Swarms very quickly, and they efficiently take out enemies (even ones that are hiding.)

Move to the back-right corner of the area (near the fire). Wait in the safety of cover there and kill the arriving solders. When the soldiers are gone, sprint across the middle directly toward the generator. Power Slide halfway through your sprint to make it harder for Maretti to target you.

When you reach the generator area, hang back and take out the arriving enemies on the opposite side of the room. You can use the walls in the back for excellent cover.

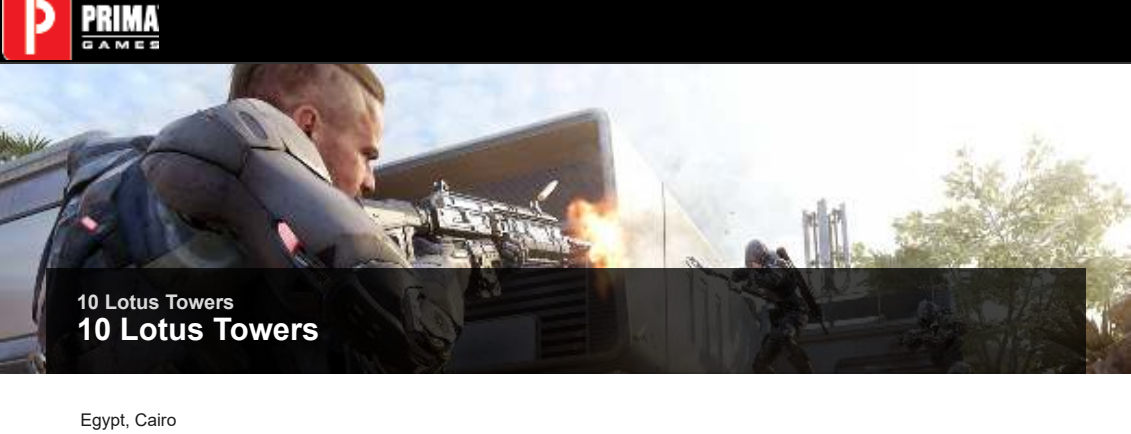
When the wall is completely clear of enemies, it's safe to move up to the generator (Maretti can't hit you from the Interact point on the generator). Hold the Interact button to overload the generator.

Ⓠ Hack the Second Generator

Sprint across the path to the second generator. Use the same technique of Power Sliding to make it across without getting hit. Again, hang to the back of the area and completely clear out the enemies opposite before attempting to hack the generator. The safest tactic is to use Firefly Swarm and stay behind cover, allowing the Fireflies to do the heavy lifting.

Ⓡ Breach the Door

With the second generator down, it's time to get Maretti. Sprint out and back to Maretti's position. Climb the stairs on the right and Interact with the door to breach inside.



10 Lotus Towers

10 Lotus Towers

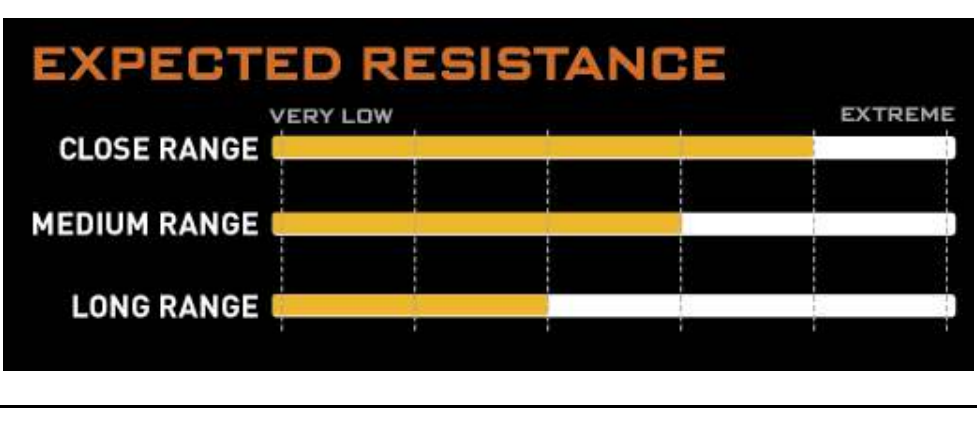
Egypt, Cairo

Day 7

Mission Briefing: Together with the Egyptian army and the civilian militia, overthrow the NRC domination of Lotus Towers and secure the final target.

Mission Objectives

- Ⓐ **Assassinate General Hakim.**
- Ⓑ **Go to the Security Station.**
- Ⓒ **Stay on the Mobile Shop.**
- Ⓓ **Go to the Security Station (Part 2).**
- Ⓔ **Eliminate all Hostiles.**
- Ⓕ **Go To Taylor's Holding Room.**
- Ⓖ **Capture Taylor.**
- Ⓗ **Go to the Skybridge.**
- Ⓘ **Go to Tower Two.**
- Ⓙ **Go to Tower Two (Part 2).**
- Ⓚ **Destroy Leviathan's Turbofans.**



ACHIEVEMENT **200 Stories of Sheer Adventure!**

To earn this Accolade, you must complete Lotus Towers on Hardened or higher difficulty.

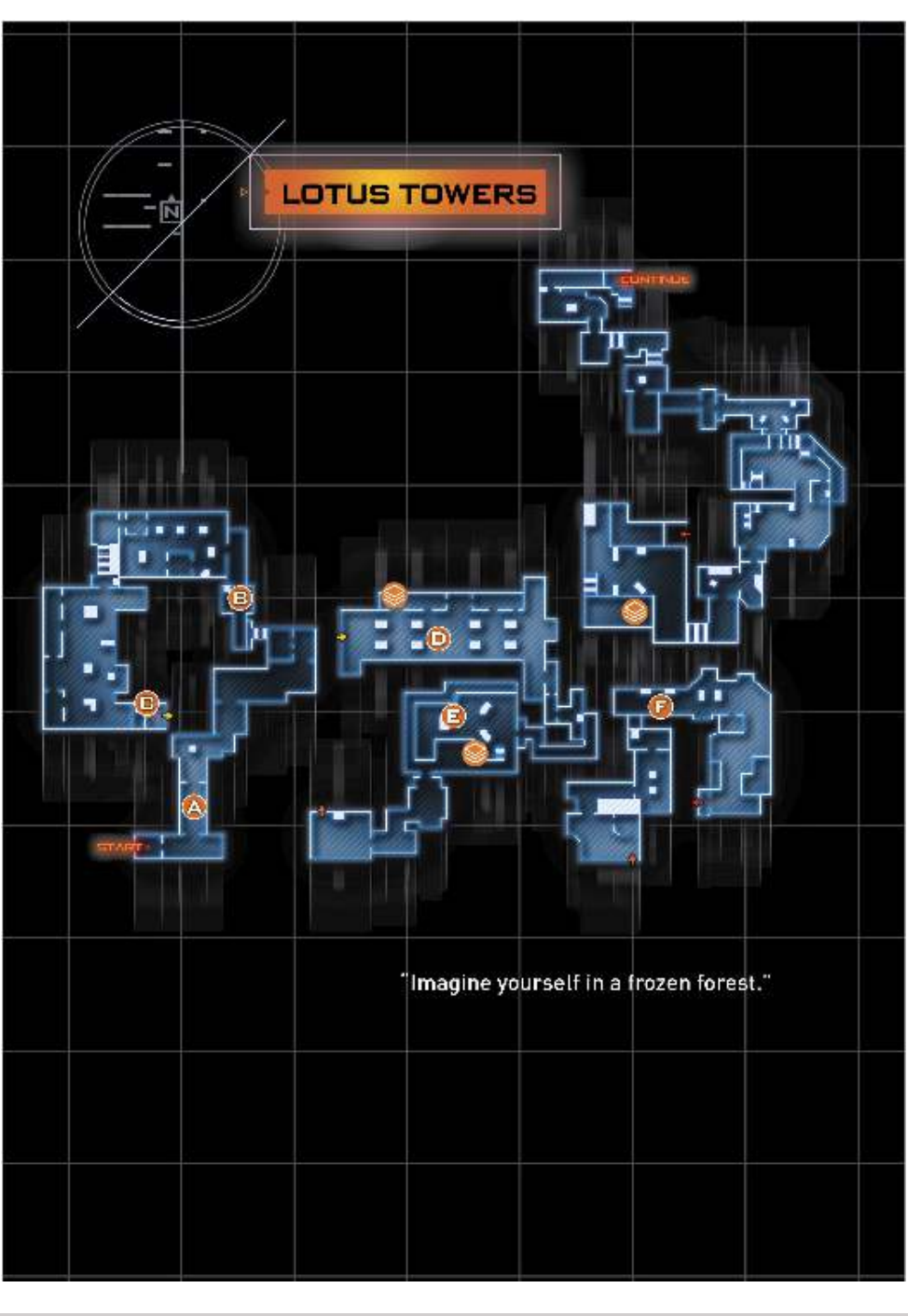
Mixed Infantry: The NRC has multiple infantry units deployed to this region. Expect heavy infantry presence with mixed armaments.

Robotics: While the NRC has access to combat robotics, they do not make up the backbone of their force in this region. However, a combat robotics plant in the area may or may not be under NRC control.

Heavy Armor: Recon shows a mix of heavy armor operated by the NRC in this region; however, it would be impossible to deploy to this location.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete the mission without dying.	
High Score	Fabrication Kit
Complete the mission with a score of 22,500 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the mission.	
Hold It	250 XP
Destroy 10 charging robots before they detonate.	
Rolling Death	250 XP
Kill 10 enemies using the R.A.P.S.	
Grounded	500 XP
Kill a robot while it is in midair.	
Other Ways	250 XP
Kill 12 NRC Riot Shield soldiers without using bullets.	
Crowded AO	1000 XP
Complete the Mission without killing any civilians.	
Killswitch	500 XP
Kill 7 robots as they are powering on.	
Stun and Gun	250 XP
Kill 5 disabled robots in under 5 seconds.	
Mob Justice	250 XP
Put 7 NRC who are being beat up out of their misery.	
Minute Waltz	500 XP
Take out the Mothership in less than two minutes.	
Skeet Shoot	500 XP
Eliminate 3 R.A.P.S. launched from the Mothership before they land.	
Mini-Tank!	1000 XP
Kill 5 robots with a Cerberus.	
Triple Threat	250 XP
Bring down a Mothership using three different weapons.	
The Flash	Fabrication Kit
Don't get hit by the missiles of the Mothership.	



RECOMMENDED LOADOUT

Cybercore: Chaos

Recommended Skills: Sonic Anti-Personnel

Primary Weapon: Assault Rifle

Ⓐ Assassinate General Hakim

With your plan in place, it's time to start an uprising!

Crowded AO/Mob Justice

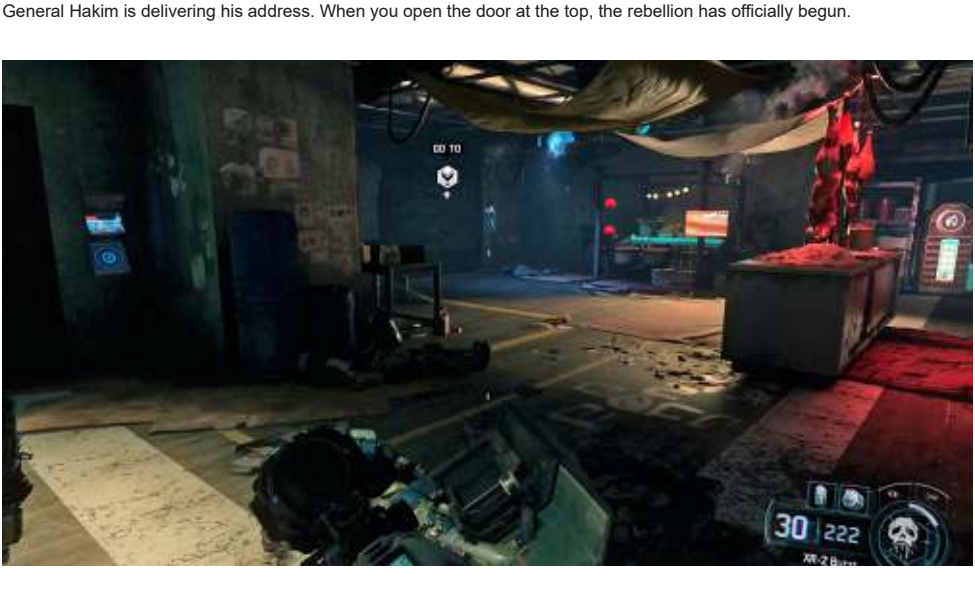
Throughout this level, you are constantly faced with battles between civilians and the NRC forces. There are two Accolades to earn during these confrontations.

Crowded AO requires you to avoid killing civilians. You won't fail the mission if you accidently kill one or two, so be very careful who you fire at in these sections. It's often better to stick with melee attacks for this reason.

You also see civilians who have overpowered a NRC agent and are beating them on the ground. Shoot or melee attack seven overwhelmed NRCs to earn the Accolade.

From the starting area, the rebellion has already begun. Local civilians are rising up against the NRC forces. You can choose to help the civilians or avoid direct conflict.

Use Sonic Anti-Personal to easily wipe out the Riot Shield soldiers that stand between you and the back door to where General Hakim is delivering his address. When you open the door at the top, the rebellion has officially begun.



Ⓑ Go to the Security Station

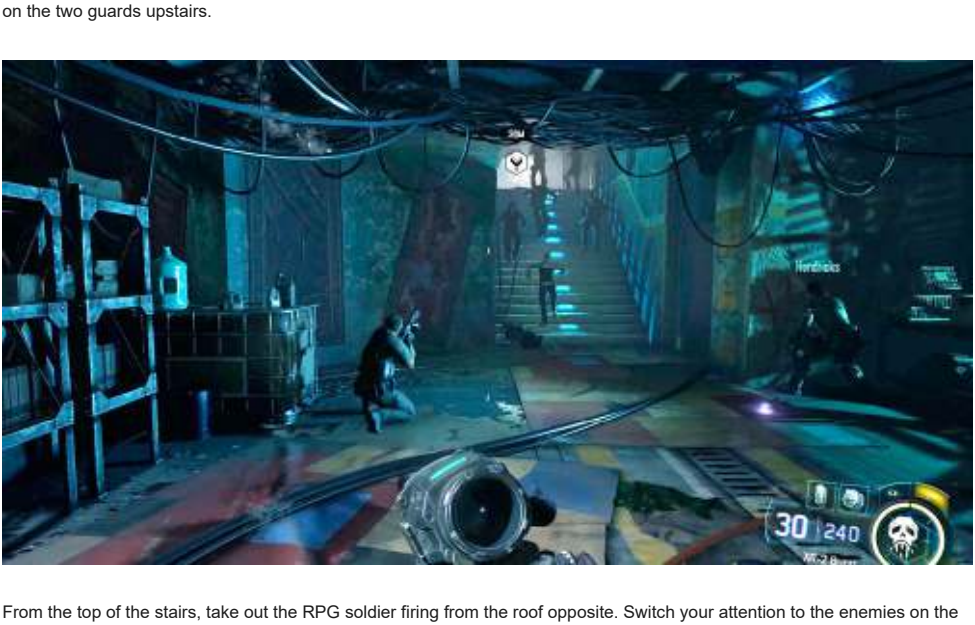
With Hakim dead, the NRC is in disarray, but it won't take them long to regroup and form a counterattack. Continue after your team to the corridor to find some NRC resistance already in place.

Turn on your Tactic Mode and shoot over the crates to kill the loose resistance. Some Riot Shielders approach from the back of the area; use Sonic Anti-Personnel on them.

Other Ways

You must kill 12 Riot Shield enemies without using a gun. The easiest way to do this is with the recommended Sonic Anti-Personnel DNI power.

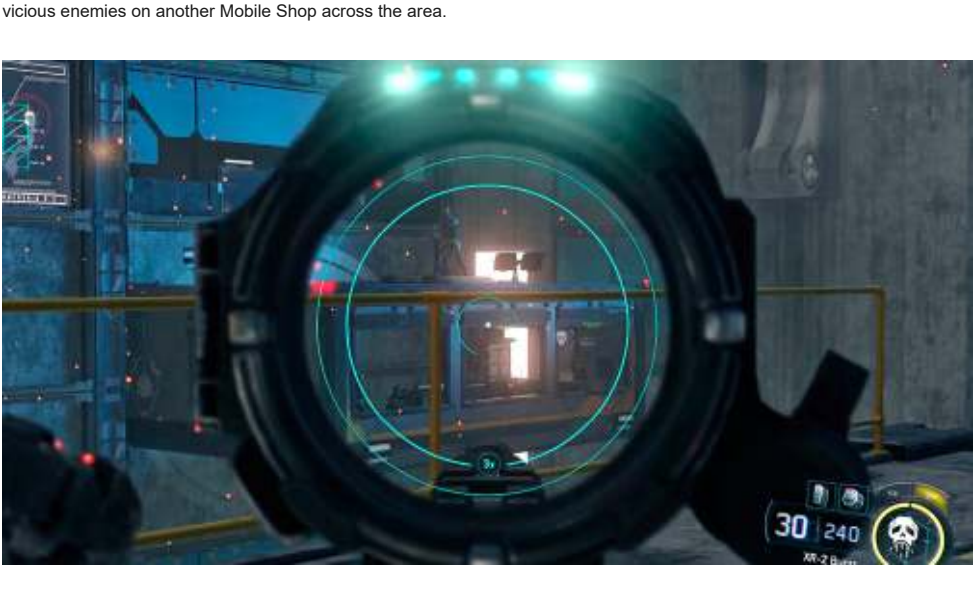
As you push forward, watch your right flank for additional enemies. Toss a grenade in the right room to clear the LMG soldier. Around the next corner, check the stairs on your left for civilians. You can't save them from slaughter, but you can get revenge on the two guards upstairs.



From the top of the stairs, take out the RPG soldier firing from the roof opposite. Switch your attention to the enemies on the right, clearing a path to the Mobile Shop.

Ⓒ Stay on the Mobile Shop

Stay on the top of the Mobile Shop as it moves you up to the next area. Stay behind cover with Hendricks. There are two vicious enemies on another Mobile Shop across the area.

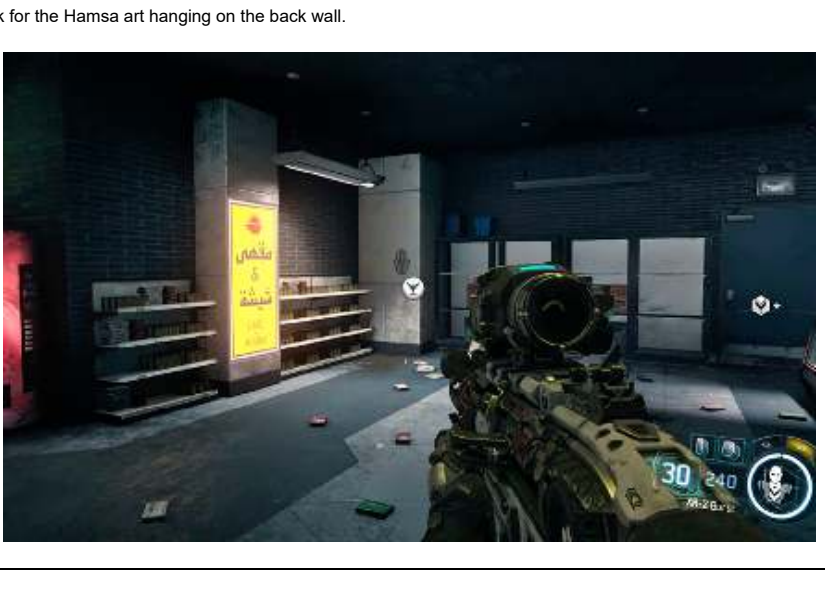


Ⓓ Go to the Security Station (Part 2)

More civilians need your help on this floor. Use Chaos DNI or selective fire to pick the NRC off before they kill the population here.

COLLECTIBLE **Hamsa**

Locate the Hamsa collectible inside the first enclosed shop after you disembark the Mobile platform. This shop is on the left. Look for the Hamsa art hanging on the back wall.



Before proceeding, use the Mobile Armory to switch to the Control DNI.

RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills:Remote Hijack, Protocol Override

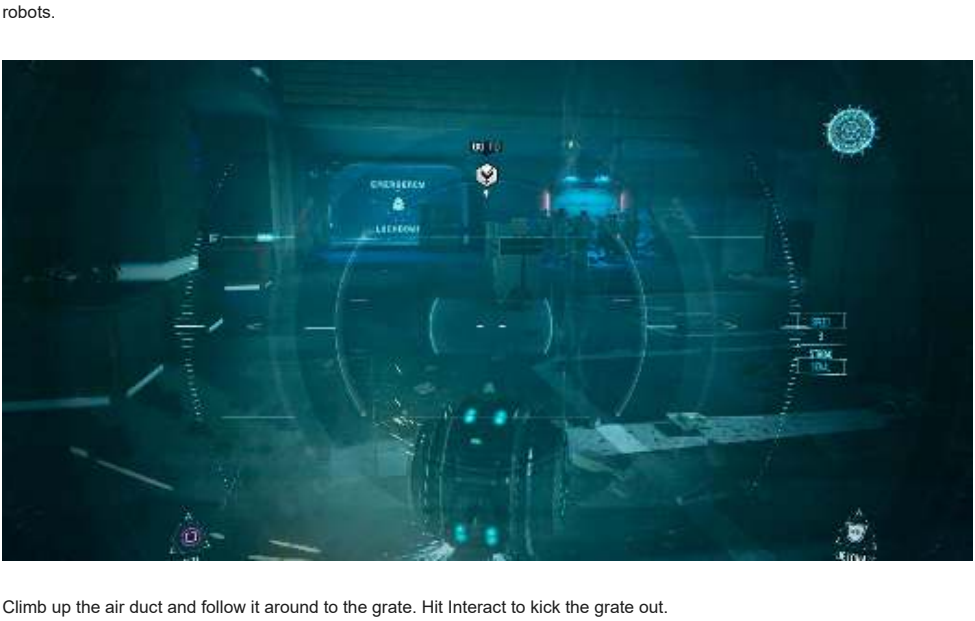
Primary Weapon: Light Machine Gun

When you see the civilians running, get your Remote Hijack skill ready and hack the R.A.P.S. as they burn around the corner.

Rolling Death

Use the R.A.P.S. you capture here to kill the newly-arrived NRC soldiers and earn this Accolade.

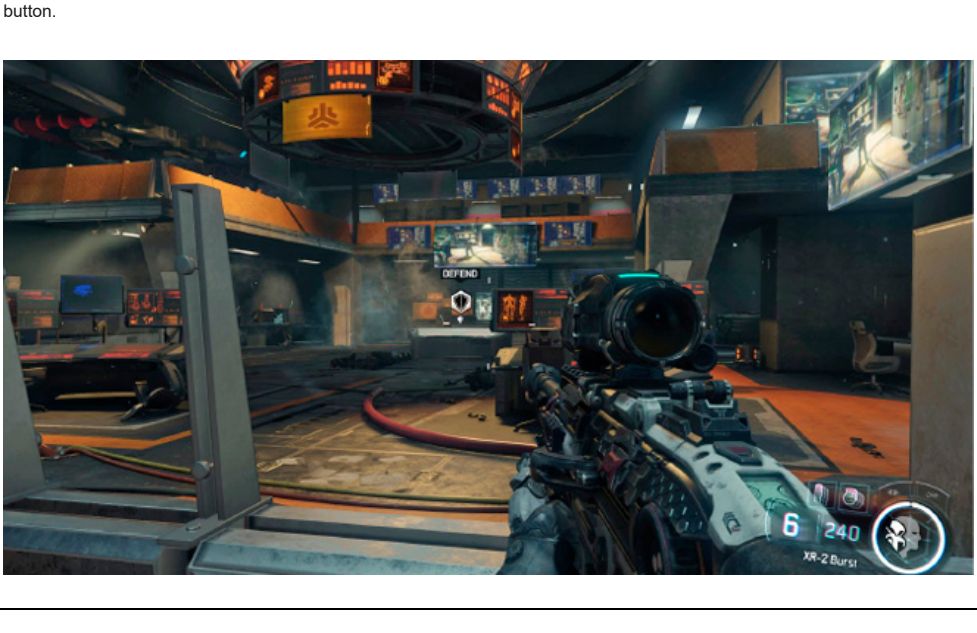
Kill the first three R.A.P.S., then Remote Hijack the last one. Use it to roll over the enemies in the back area. Move up to the corner and be ready for a second wave of R.A.P.S. Again, kill all but one of the first set, then use the survivor to wipe out the robots.



Climb up the air duct and follow it around to the grate. Hit Interact to kick the grate out.

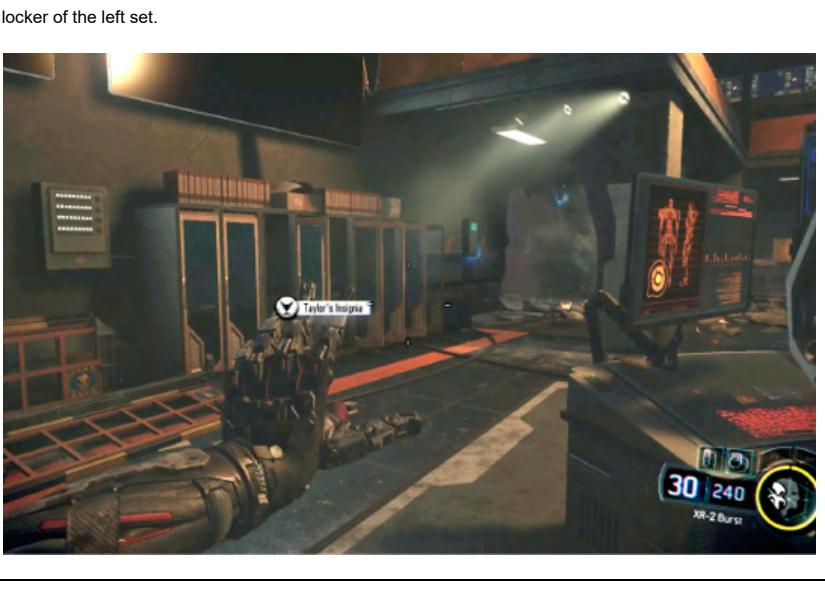
Ⓔ Eliminate all Hostiles

Not surprisingly, the security station is well-defended. After landing, find cover and clear the room of hostiles. When the enemies are dead, Kane orders you to hack the console in the center of the room. Move up to the console and hit the Interact button.



COLLECTIBLE **Taylor's Insignia**

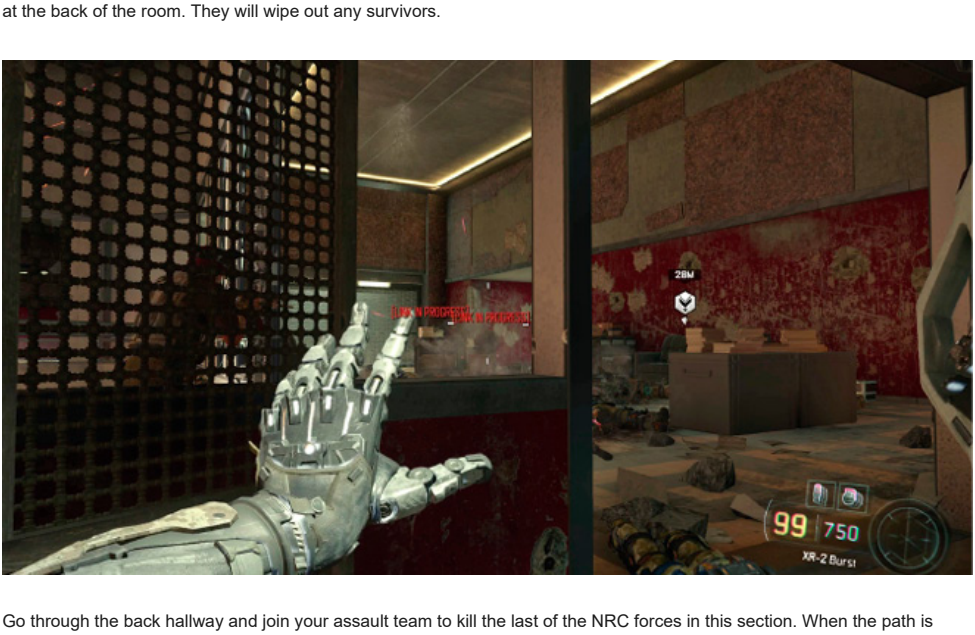
Look for this in a set of lockers in the room where you hack the Console. There are two sets of lockers. The insignia is in the third locker of the left set.



Following the cinematic, the room is breached by a large force of robots. Retreat to the back of the area—there isn't much cover in the center of the room. Remote Hijack the R.A.P.S. as they leave the room and use them to roll over the robots.w

Ⓕ Go to Taylor's Holding Room

Next, head through the breach. When you reach the office with lots of windows, hang back and wait for the Egyptian VTOL to arrive and kill all of the NRC in the area. When the VTOL leaves, rush in and use Enhanced Protocol Override on the robots at the back of the room. They will wipe out any survivors.

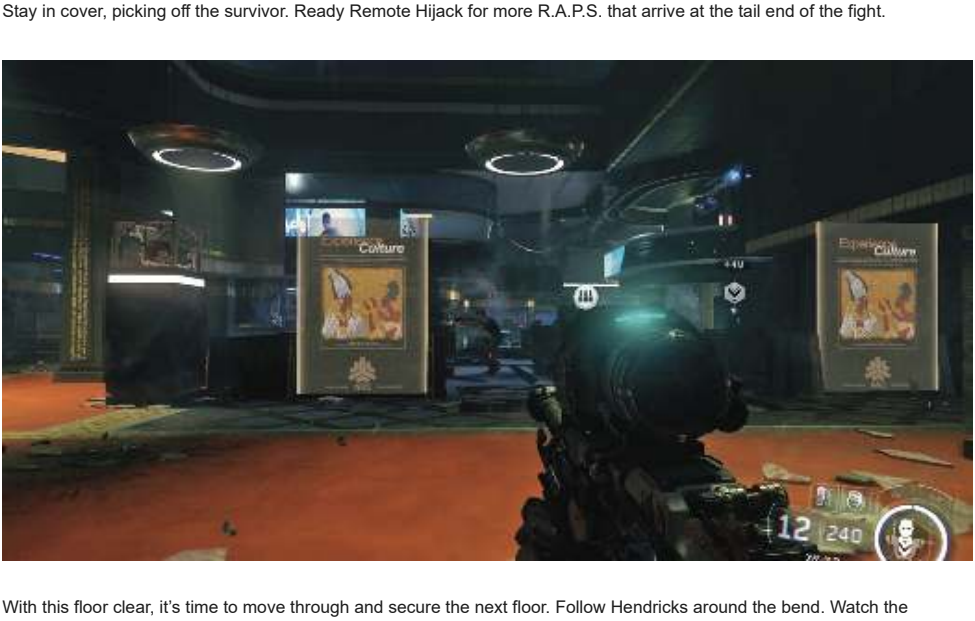


Go through the back hallway and join your assault team to kill the last of the NRC forces in this section. When the path is clear, head to the Mobile Shop's door at the back of the area.

After the mobile shop stops ascending, exit through the ceiling. Pick off the RPG soldier on the opposite ledge. Now use Remote Hijack to take over one of the Talons as they arrive near the RPGer.

Use the Talon to support Hendricks on the bridge. When you've cleared most of the enemies, exit the Talon and move up to cover on the bridge. Watch the sniper on the ledge up and to the right.

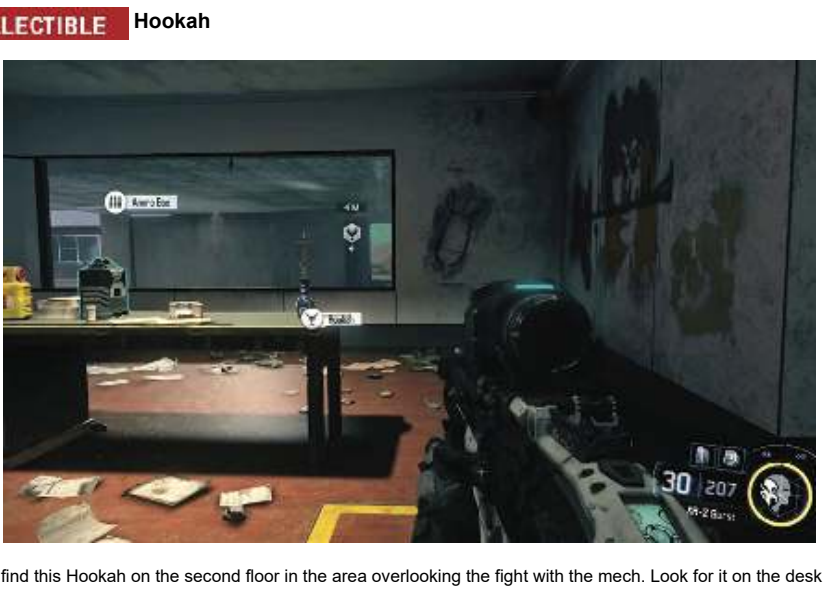
This next shop area is loaded with enemies. Use Protocol Override to capture some robots in the back, and break their ranks. Stay in cover, picking off the survivor. Ready Remote Hijack for more R.A.P.S. that arrive at the tail end of the fight.



With this floor clear, it's time to move through and secure the next floor. Follow Hendricks around the bend. Watch the sniper/RPG two-man team on the ledge above and to the left.

The next area has more R.A.P.S. and soldiers. Fight your way in and an enemy Mech is deployed from behind a garage door. This is a perfect time to use your Hijack skill. Capture the Mech and use it to wipe out all enemies in the area.

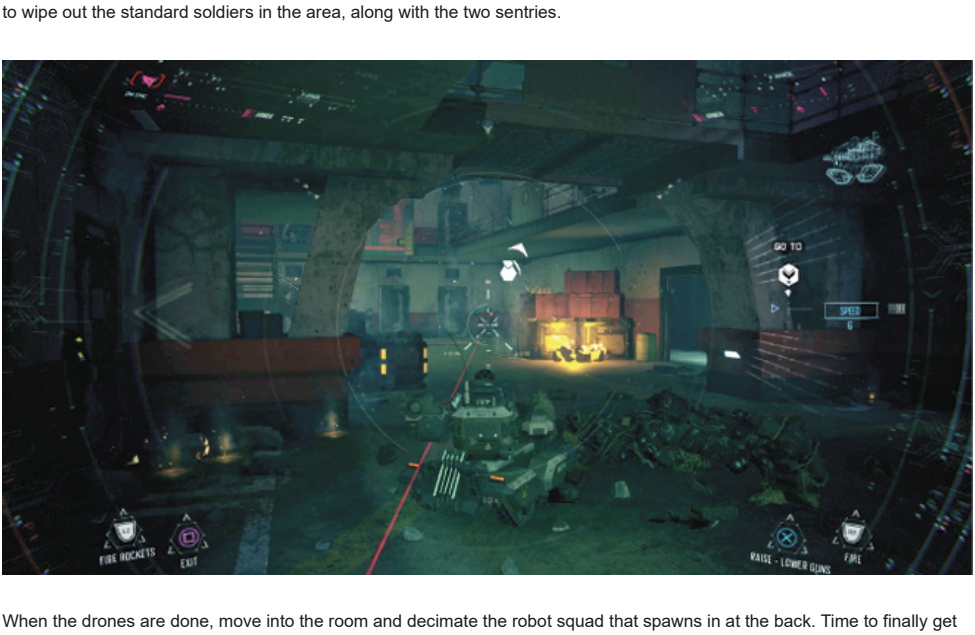
COLLECTIBLE **Hookah**



You can find this Hookah on the second floor in the area overlooking the fight with the mech. Look for it on the desk near the rear window.

Unfortunately, you can't bring the mech with you, so exit control when the area is clear. Head up the stairs and use Protocol Override on the robots there.

The next area has two automatic sentries and a mini-tank drone. Ignore the sentries, and instead hijack the drone and use it to wipe out the standard soldiers in the area, along with the two sentries.



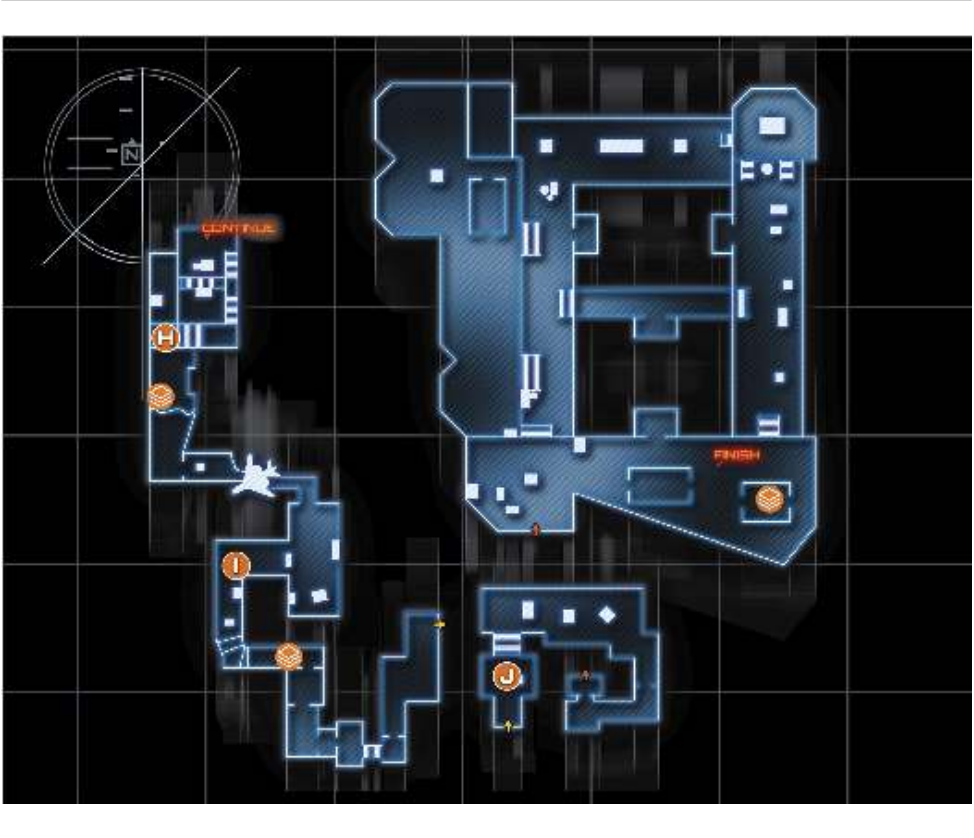
When the drones are done, move into the room and decimate the robot squad that spawns in at the back. Time to finally get your hands on Taylor!

Mini-Tank!

If you want this Accolade, you must avoid capturing the tank drone until after you've spawned in the robots. Make your way to the back of the room. Once the robots are on the scene, hijack the tank and kill five of the robots for the Accolade.

Stun and Gun

Instead of going for the Mini-Tank Accolade, you get this one, but it does require an EMP grenade. Blast the five Robots with the Emp, then kill them all within five seconds. This is best done with a Frag Grenade, or a Missile Launcher if you have it.



Ⓖ Capture Taylor

Unfortunately, Taylor has not only escaped, but also activated a new type of super Robot. You can identify these robots by their yellow lights. They are controlled directly by Taylor and cannot be hacked. Since you can't use Protocol Override anymore, it's time to switch your loadout back to Chaos. Use the nearby Mobile Armory.

RECOMMENDED LOADOUT

Cybercore: Chaos

Recommended Skills: Firefly Swarm, Immolation, Sonic Anti-Personnel

Primary Weapon: Assault Rifle

The robots are immune to control, but can still be exploded with Immolation.

Grounded

The new yellow robots have the ability to jump. Shoot any of them in mid-jump to earn this Accolade.

Step back outside into the Cairo air and follow Hendricks as he scales the buildings. More of Taylor's robots weaking havoc on the locals in the next room. Watch out for the charging robots, which explode and kill you if they get too close.

Hold It

These exploding robots are the key to earning this Accolade. Whenever you see one, make it a priority to kill it. You must rack up 10 kills before the end of the level.

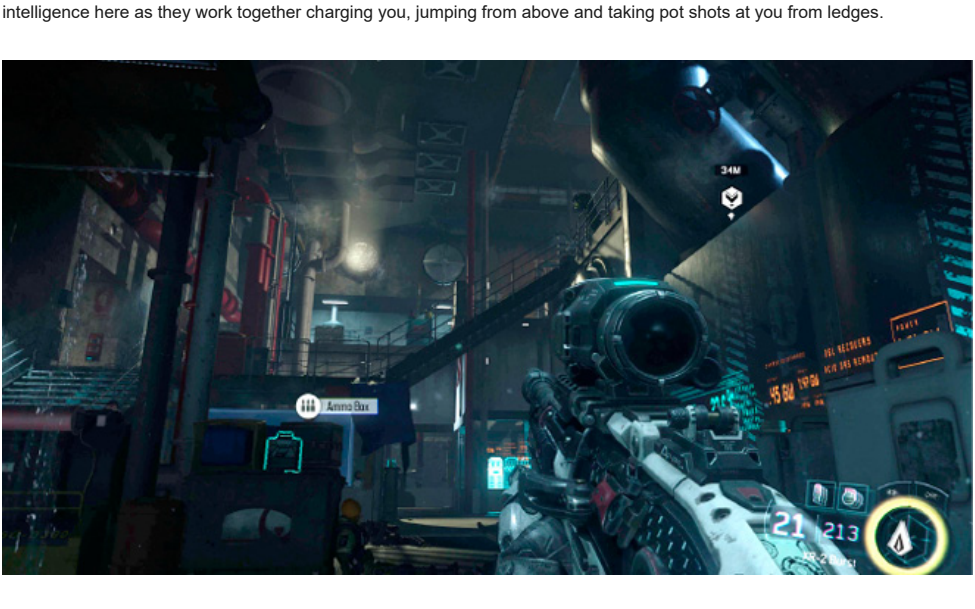
Proceed up the stairs, dispatching any yellow robots that get in your way.

Ⓗ Go to the Skybridge

Back outside, watch the Taylor bot that drops down from above. Use the hole it busted open to proceed.

Head upstairs and approach the next area cautiously. There are robots attacking from both above and below. Use Immolation on the one above and gunfire to destroy the lower ones.

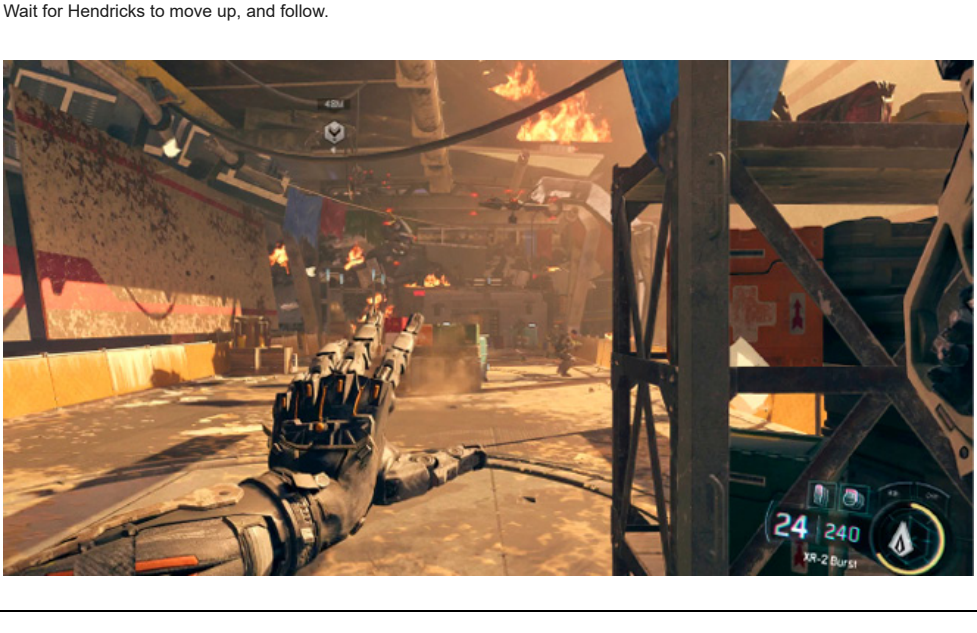
Let Hendricks take the lead as this room is crawling with Taylor's bots. You can really see the difference in the robots' intelligence here as they work together charging you, jumping from above and taking pot shots at you from ledges.



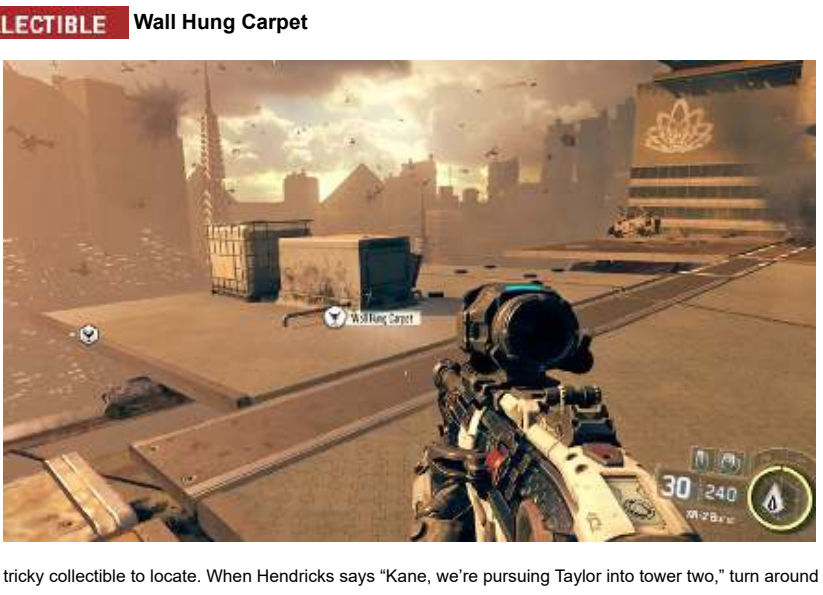
Ⓘ Go to Tower Two

Outside, the robots are engaged with the remaining NRC forces. Keep back and pick off the survivors, then charge down the sky bridge. Follow Hendricks as he cuts a path through the debris. There's some minimal resistance, but both sides have been damaged heavily in the fighting.

At the end of the path, the robots make a final stand. Stay in cover and pick off the robotic enemies attacking you at range. Wait for Hendricks to move up, and follow.



COLLECTIBLE **Wall Hung Carpet**



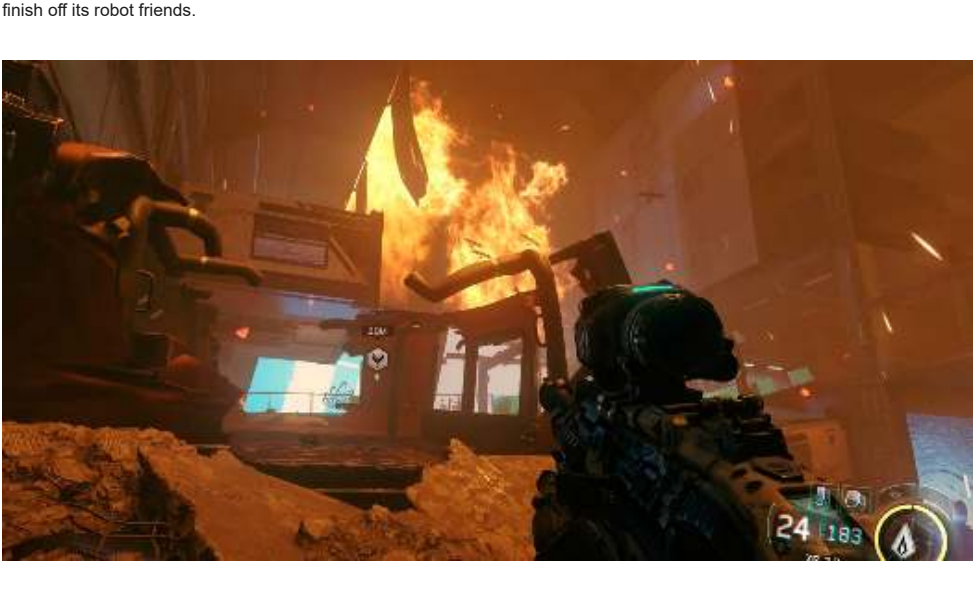
This is a tricky collectible to locate. When Hendricks says "Kane, we're pursuing Taylor into tower two," turn around and look at the upper walkway that runs back over the way you came. Walk down the rubble and look for the carpet at the base of one of the air conditioner units strewn in the area.

Continue following Hendricks until the cinematic starts.

Ⓙ Go to Tower Two (Part 2)

Cairo is falling down all around you. After the cinema, you are in a flaming building, but Taylor hasn't escaped yet!

A small group of robotics including an R.A.P.S. emerges around the first corner. Prioritize destroying the R.A.P.S. drone, then finish off its robot friends.

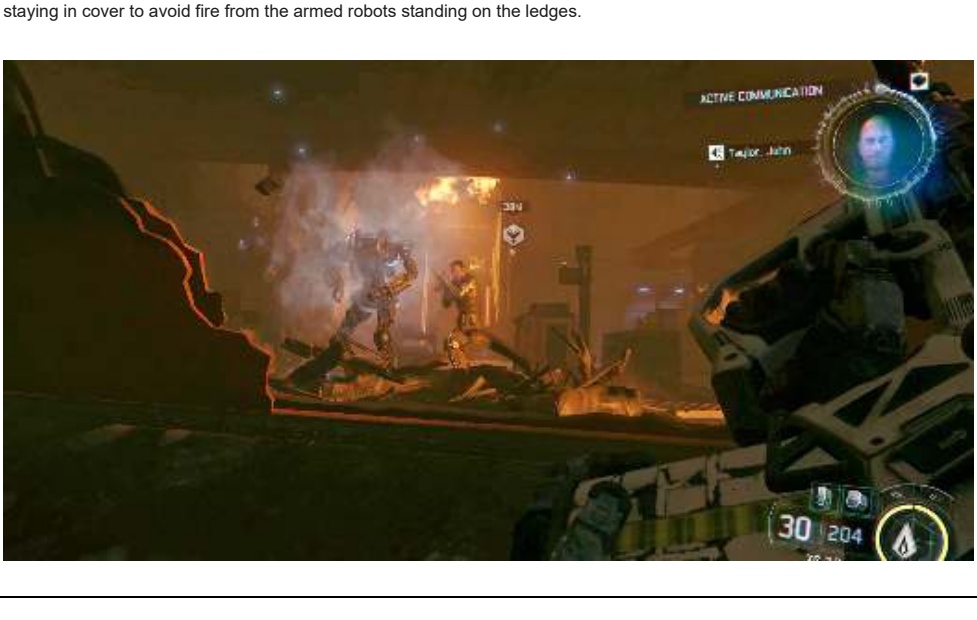


Kill Switch

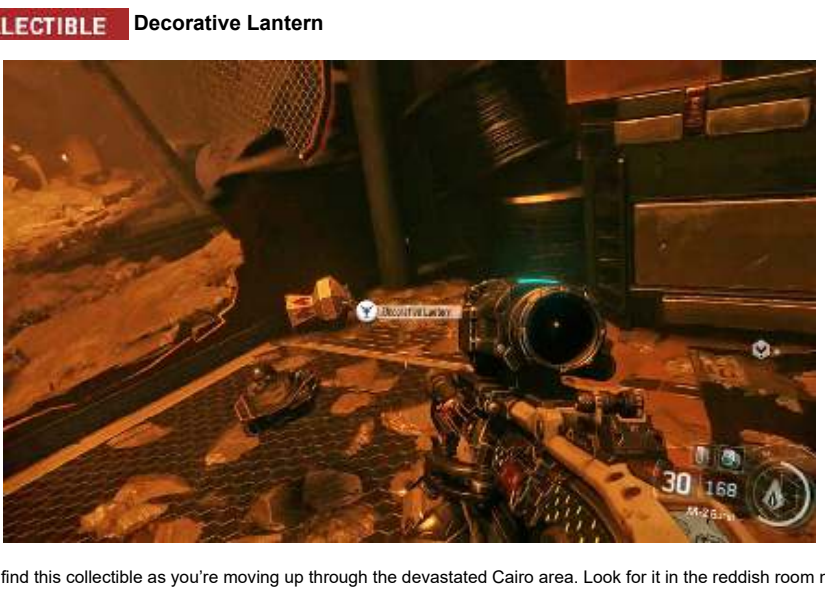
There are several robots still present in their docking bays in this area. Shoot and kill seven of them before they become fully operational to earn this Accolade.

Continue through to the next area. Hendricks is losing his mind, so he just charges through the robots as they come to life in the docking bays around him. Stay behind him and pick off the robots from safety. On harder difficulties, these robots deliver one-hit melee kills.

When you exit back into the middle of the structure, watch out for Talons arriving from the sky. Take these things down while staying in cover to avoid fire from the armed robots standing on the ledges.



COLLECTIBLE **Decorative Lantern**



You can find this collectible as you're moving up through the devastated Cairo area. Look for it in the reddish room near where the Talons arrive.

Keep running up the devastated building until you come to a hackable elevator. There's a Mobile Armory you can use to change your loadout.

RECOMMENDED LOADOUT

Cybercore: Martial

Recommended Skills: Camo, Overdrive

Primary Weapon: SMG

secondary Weapon: Any Missile Launcher

This is the last checkpoint before the big boss fight. While you have access to the armory in the upper area, it's safer to change your outfit here. Skills in the Chaos and Control trees aren't particularly useful in this fight. It's better to use Martial to help give you an edge in combat.

No standard fire weapons helps in the fight against the mothership. SMG weapons are better because you can move more quickly with them equipped. They are also excellent defense against R.A.P.S.

The Missile Launcher for secondary weapon is optional. There are heavy weapons on the roof, but having one more doesn't hurt (and it helps with the Triple Threat Accolade).

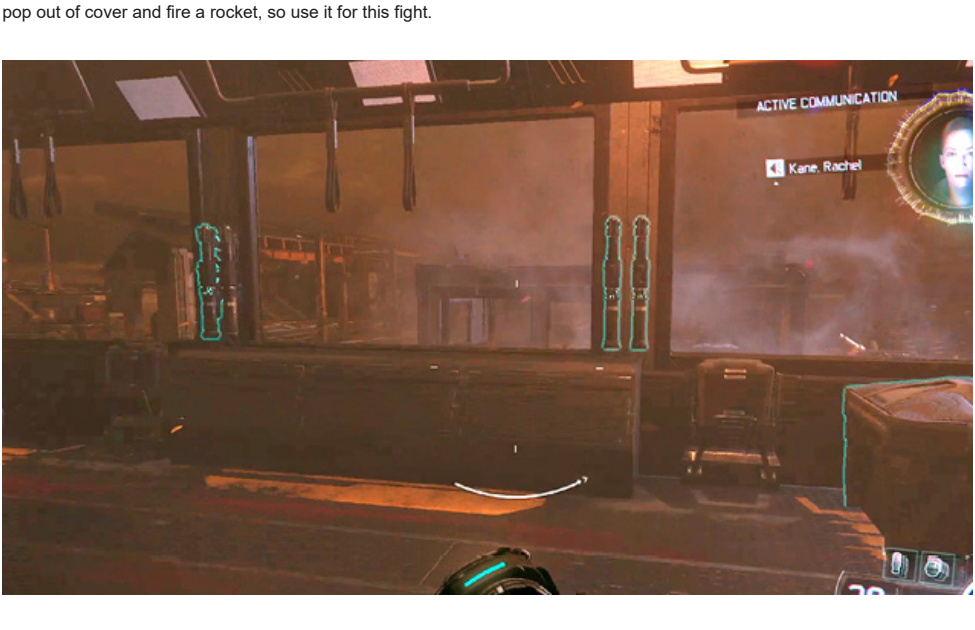
When you're ready, take a deep breath and hack the elevator door.

Ⓚ Destroy Leviathan's Turbofans

Taylor is flying the gigantic Leviathan mothership. To take it down, you must destroy the six Turbofans on either side. Standard arms fire won't do much against it, so you need heavy weapons.

Luckily, Kane deploys two mobile armories to help equip you. One armory has the standard lock target rocket launcher (XM-53); the other contains a new weapon: the Minigun.

The Minigun is a very powerful weapon that you can spin up with the Aim Down Sight button and is excellent at taking out the fans. However, to fire with the gun, you need to stay out in the open more where the Missile Launcher allows you to quickly pop out of cover and fire a rocket, so use it for this fight.



Triple Threat

For Triple Threat, you need to take out a turbo fan with the Missile Launcher, the Minigun, and a secondary weapon of your choice. Several options for this third weapon can be unlocked in the armory. We recommend the Blackcell Lock, but you must be level 16 to access it.

Minute Waltz

For this Accolade, you must defeat the Mothership in less than two minutes. Just keep in the Mobile Armory areas to ensure you have plenty of ammo to take down each of the ship's engines. This may take a bit of practice to master.

The Flash

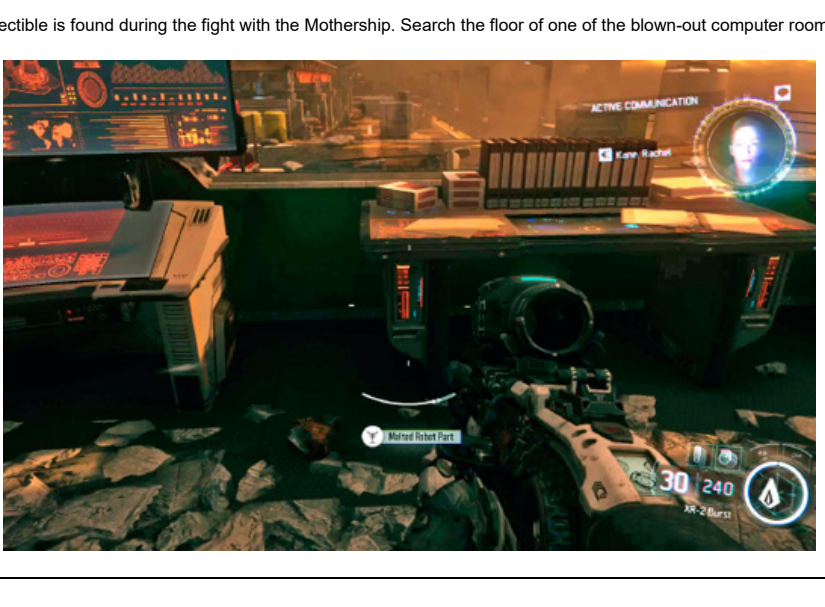
Defeat the Mothership without ever getting hit by the rockets to achieve this Accolade. This is very difficult because the rocket volleys come in blazing fast. Use Overdrive and sprint as soon as an incoming volley is fired.

Skeet Shoot

During the fight, the mothership occasionally deploys R.A.P.S. to the battlefield. Keep an eye on the ship and fire with your standard primary weapon to shoot them out of the sky before they land. They look like glowing orbs on the way down. Nail three for this Accolade.

COLLECTIBLE **Melted Robot Part**

This collectible is found during the fight with the Mothership. Search the floor of one of the blown-out computer rooms.



The Mothership has major offensive capability. You're usually hit by the ship's MG that it regularly fires from the side. Avoid the gun by staying in cover—it hits you as soon as you emerge.

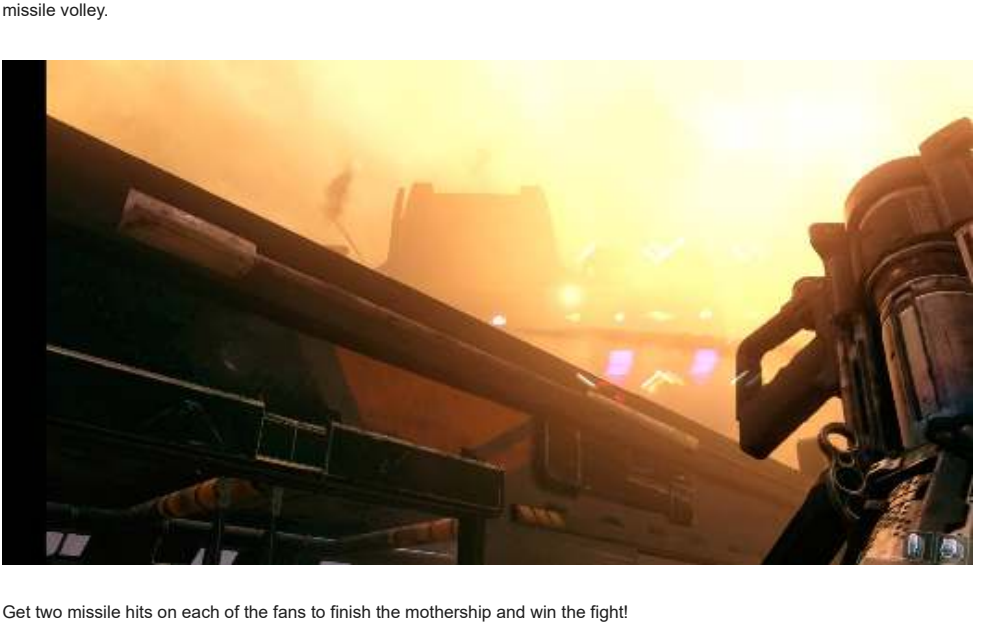
That winding-up sound means there's an incoming missile volley that's capable of destroying your cover, so sprint out of wherever you are to avoid getting hit. There are up to three volleys of attacks, so don't stop running until the winding up sound stops.

Finally, the Mothership has the ability to deploy R.A.P.S. enemies on the battlefield. This is why we recommend you keep a SMG handy to dispatch them quickly.

From the start of the area, wait until Kane deploys the two Mobile Shops filled with weapons. Run to the nearest one to acquire the XM-53 rocket launcher. You must then acquire locks on the ship's fans. When the ship starts firing missiles, switch out of the Rocket Launcher because it makes you run too slow. Switch weapons and sprint around the area to avoid the missiles.

On Veteran difficulty, the hardest part of this fight are the R.A.P.S. deployments. Any drone that gets close to you explodes and spells instant death. To avoid this fate, you should continue sprinting in a circle targeting any R.A.P.S. in front of you. If you hear their distinctive sound, and don't see any, that means one is dangerously close behind you. Turn quickly and spray to destroy it. Whatever you do, don't use Aim Down Sight—it slows you down too much.

When targeting the ship with the Rocket Launcher, don't fire directly from cover. Instead, use the exterior of the buildings to keep out of line of sight of the Machine Gun. Get locks on the turbines and move slightly toward the building if a missile volley heads your way. This technique allows you to avoid taking the damage you normally would when you're cover is hit by the missile volley.



Get two missile hits on each of the fans to finish the mothership and win the fight!

11 Life

11 Life

Zurich, Switzerland

Unknown

Mission Briefing: Head to Zurich headquarters of Coalescence in order to prevent further spread of the DNI infection…

Mission Objectives

Ⓐ Go to the Coalescence Building Plaza.

Ⓑ Destroy the A.S.P. -C

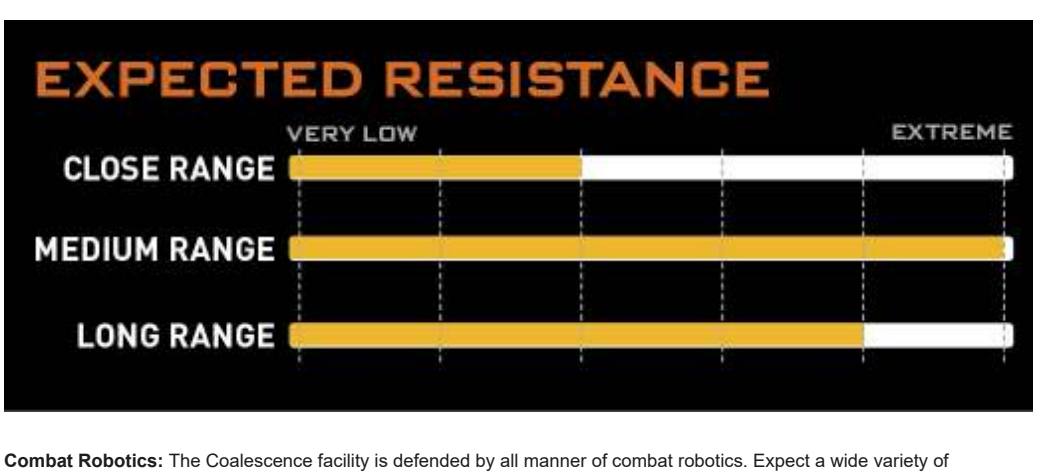
Ⓒ Destroy the Wraith.

Ⓓ Destroy the A.S.P. -ML

Ⓔ Hack the Lobby Door.

Ⓕ Locate Hendricks.

Ⓖ Destroy the P.A.W.W.S.



Combat Robotics: The Coalescence facility is defended by all manner of combat robotics. Expect a wide variety of armaments and defensive capabilities.

Heavy Armor: The Coalescence facility's defenses include a complement of heavy armor.

Full Circle

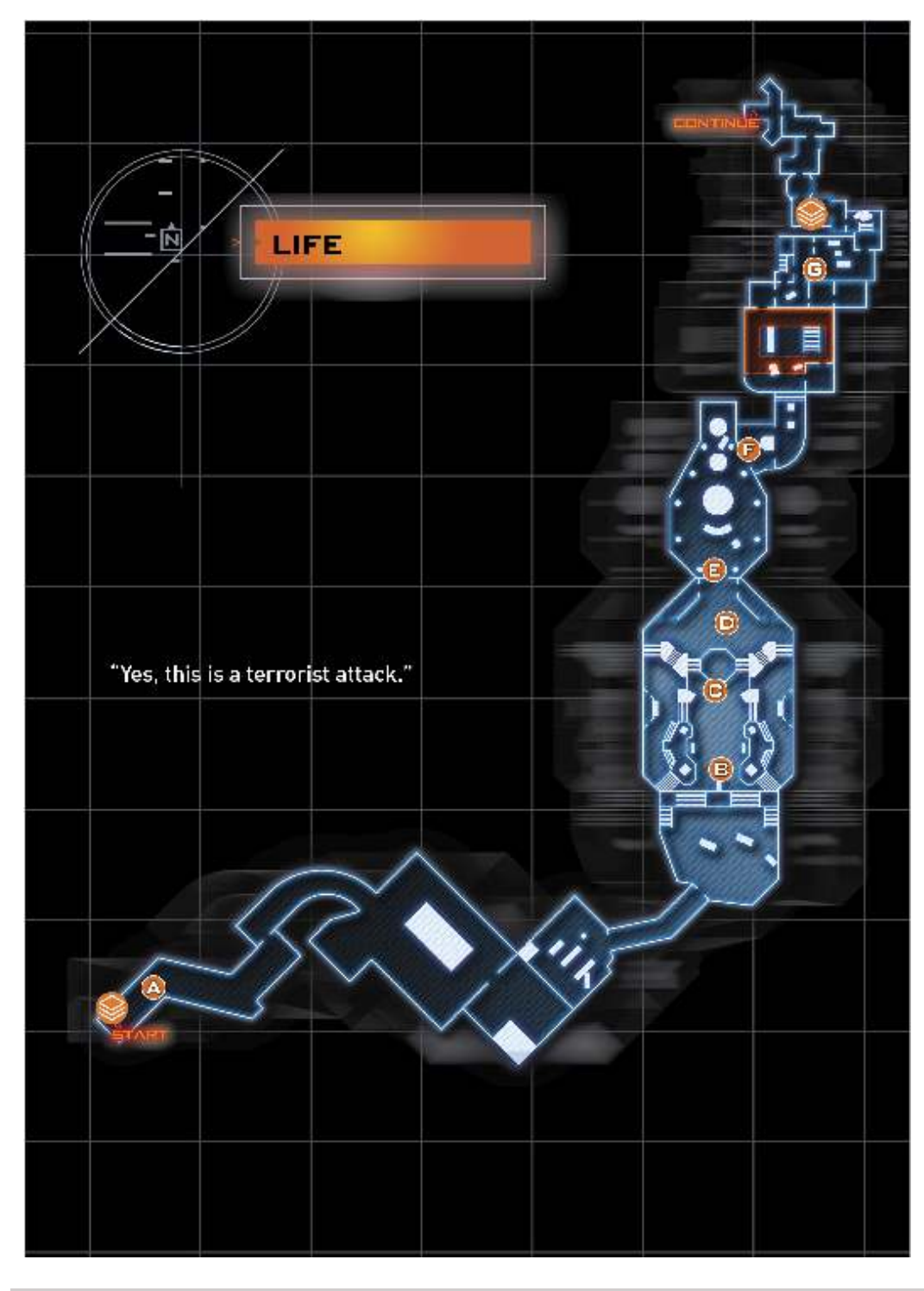
To earn this Accolade, you must complete Life and every other level on Hardened or higher difficulty.

Level Accolades

Accolade Name	Reward
Untouched!	Fabrication Kit
Complete this Mission without dying.	
Score	Fabrication Kit
Complete the mission with a score of 30,000 or higher.	
Got 'Em	Fabrication Kit
Find all of the collectibles in the Mission.	
Got 'Em All	250 XP
Destroy all depth charges before they self-detonate.	
Hand Cannon	1000 XP
Take down a P.A.W.W.S. using only a pistol.	
I now know why you cry	250 XP
Kill 10 Robots using turrets.	
Robo-Slappers	500 XP
Use melee attacks to kill 5 robots in under 10 seconds.	
Explosive Entertainment	250 XP
Kill a group of 3 or more enemies in 1 shot with an explosive weapon.	
Not a Fan of RAPs	500 XP
Kill all of the RAPs in the mission before they do damage to any of the friendlies.	
Two for One	250 XP
Kill two enemies with one bullet.	
Quickslap	250 XP
Melee kill 5 non-robotic enemies in under 10 seconds.	
Explosive Containment	250 XP
Destroy 35 explosive containers.	
Perfect Timing	Fabrication Kit
Kill 20 non-robotic enemies with grenades.	
Dodge This	1000 XP
Kill a P.A.W.W.S. without it damaging you.	
Bots Go Boom	250 XP
Kill 20 robots with the grenade launcher.	
Clip Their Wings	500 XP
Kill 3 non-robotic enemies in under 5 seconds.	

ACHIEVEMENT **Nightmares Mode Unlocked**

Complete the campaign on any difficulty to unlock this secret game mode!



RECOMMENDED LOADOUT

Cybercore: Control

Recommended Skills: Servo Short-Out, Surge

Primary Weapon: Light Machine Gun

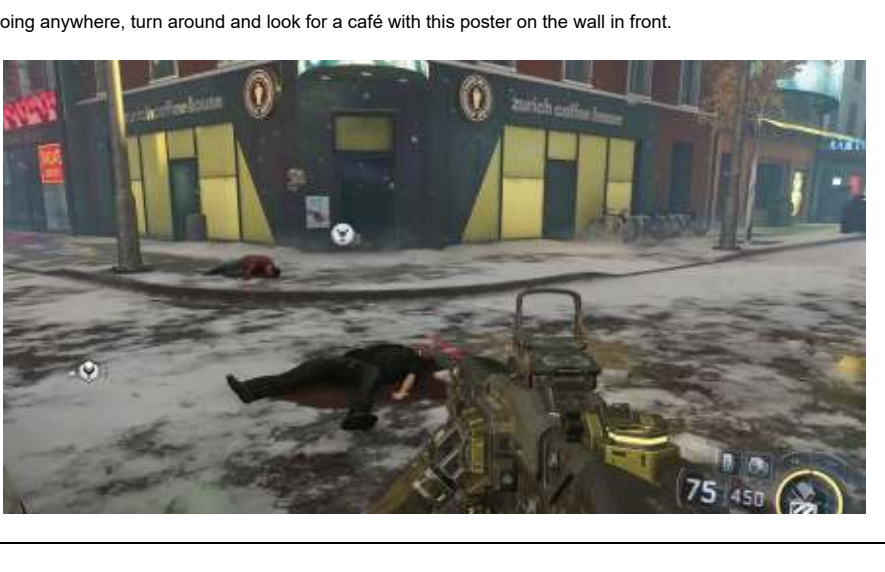
Secondary Weapon: Target Lock Missile Launcher

Ⓐ Go to the Coalescence Building Plaza

You're back in Zurich, where it all began. All hell has broken out in the streets, with cybernetic armies unleashing havoc in the streets of the city. You and Kane must reach the Coalescence Building to find a rogue Hendricks.

COLLECTIBLE **Coalescence Promo Poster**

Before going anywhere, turn around and look for a café with this poster on the wall in front.



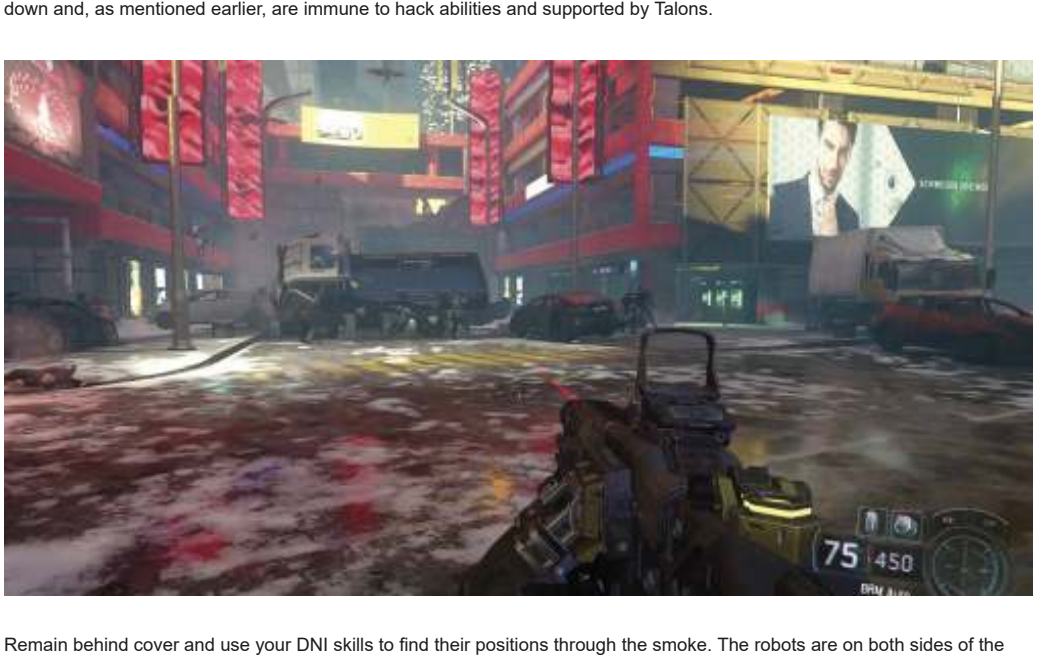
The robots you encounter in this level are controlled by him, and are immune to Remote Hijack and Protocol Override. We still recommend you outfit the Cybercore Control if you have the Servo Short-Out and Surge powers, which still work on the super robotics. If you don't have those skills, stick to Chaos or Martial.

Robo-Slappers

To earn this Accolade, you must defeat five robots in under 10 seconds. The best place to do this is at the beginning of this level. Keep an eye out for groups of five or more robots. If you find one, use Camouflage to get behind the robots and execute multiple takedowns. It's best done on an easier difficulty level, but the Robot's melee attacks can still be deadly, so avoid getting hit from behind.

Follow Kane and the Zurich forces up the street. Use the cars for cover.

You begin your first firefight with the new heavily-armored robots at the parking garage. These robots take more hits to go down and, as mentioned earlier, are immune to hack abilities and supported by Talons.



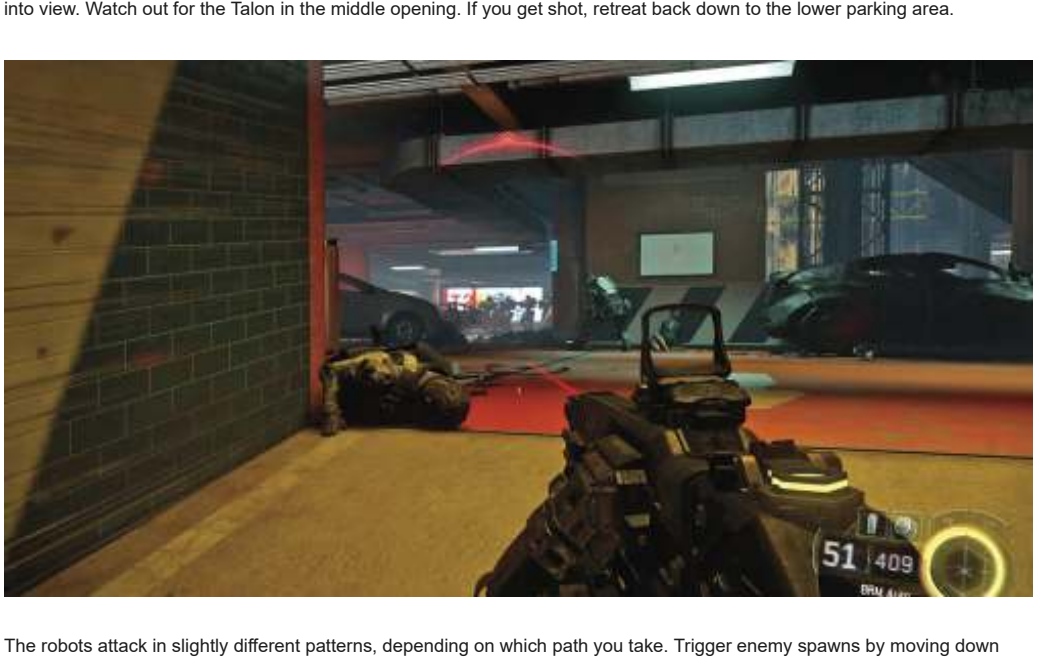
Remain behind cover and use your DNI skills to find their positions through the smoke. The robots are on both sides of the street and in the garage directly above.

I Now Know Why You Cry

There's a turret machine gun emplacement on the right side of the street here. Jump on the gun and use it to mow down robots in the area. You must kill 10 for this Accolade.

Follow Kane up through the parking garage building on your left. Inside, more of the armored robots stand ready. Use Surge to disable the group quickly.

The garage path leads up to a forked area. There are robots attacking from both sides, so hang back and wait for them to get into view. Watch out for the Talon in the middle opening. If you get shot, retreat back down to the lower parking area.



The robots attack in slightly different patterns, depending on which path you take. Trigger enemy spawns by moving down one of the paths, then retreating back down the parking garage. When the area is clear, proceed through the blown out hole at the back of the area.

Your path leads you back outside, and then through a crashed commuter train. The battle of the Coalescence Plaza is up ahead. When you're ready to begin, drop down.

Pot Shots

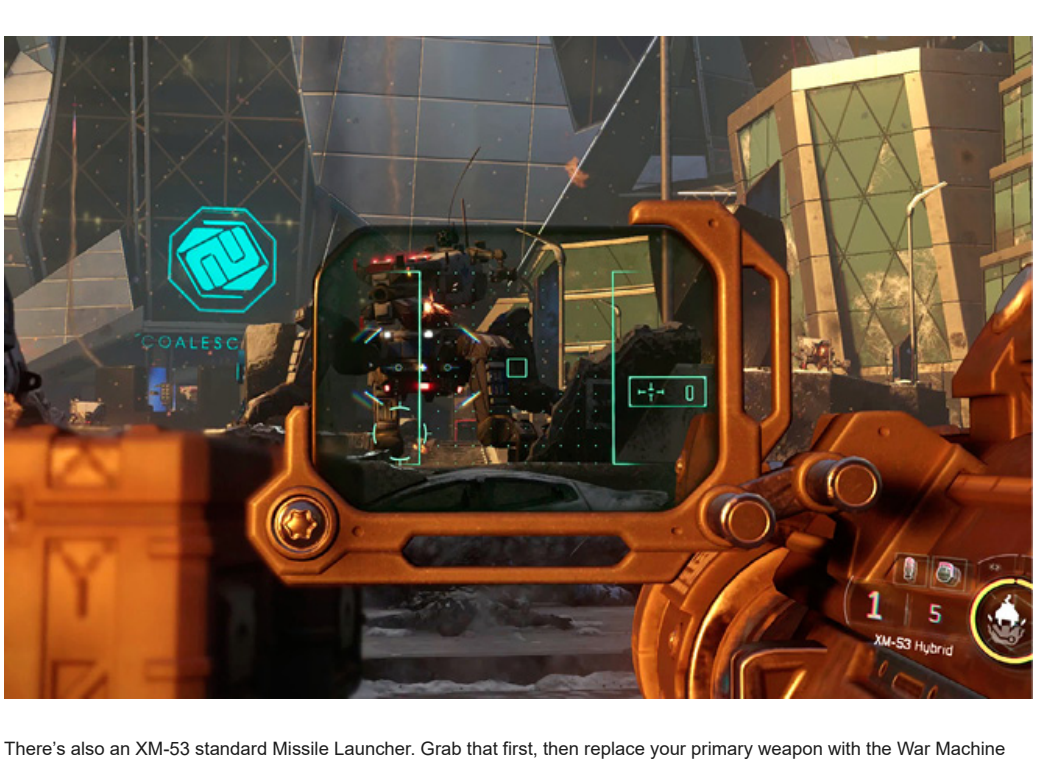
If you took the recommended loadout, you can actually do quite a bit of damage to the A.S.P. patrolling the middle of the area from your safe perch up here. Use your LMG to take down its shields, then use your secondary target lock Missile Launcher to inflict bonus damage.

Ⓑ Destroy the A.S.P.-C

There are several powerful weapons to equip at the Zurich barricade, including a War Machine, a powerful grenade launcher; the Micro-Missile Launcher that you used during "In Darkness"; and a sidearm called the Annihilator.

I NOW Know Now Why You Cry

There's another MG mounted here for you to use to get some more kills toward this Accolade.

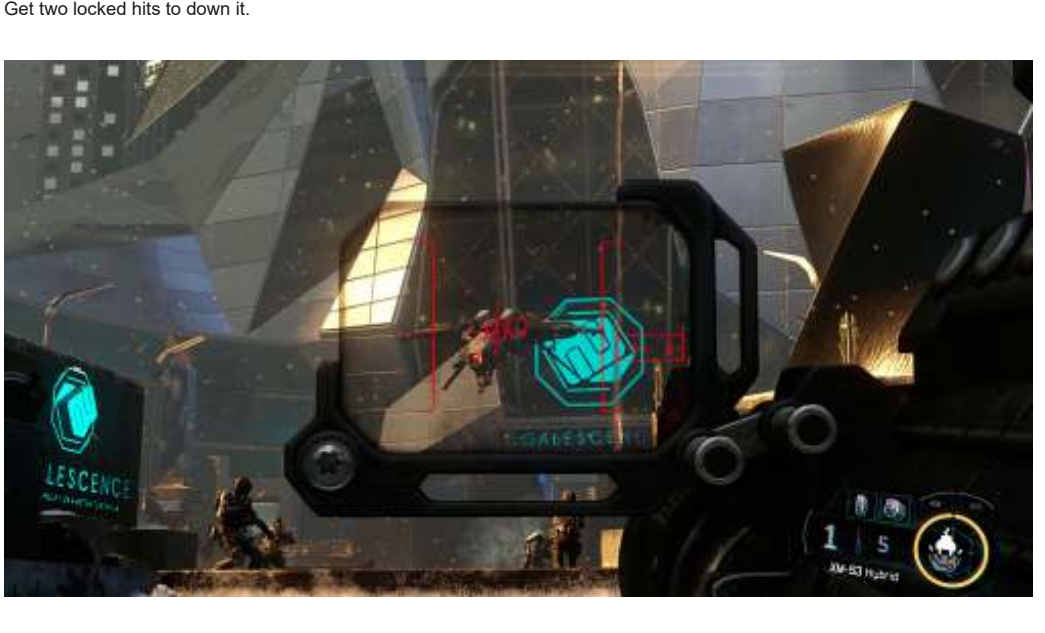


There's also an XM-53 standard Missile Launcher. Grab that first, then replace your primary weapon with the War Machine and your secondary with the Annihilator.

Stay in cover here and use the Annihilator to take the tank's shields down, and the XM-53 locked missiles to damage it. Keep this up until the A.S.P. goes down. This tank has many more hit points than the ones you've encountered on earlier levels. If you need more ammo, restock at the nearby Ammo Resupply.

Ⓒ Destroy the Wraith

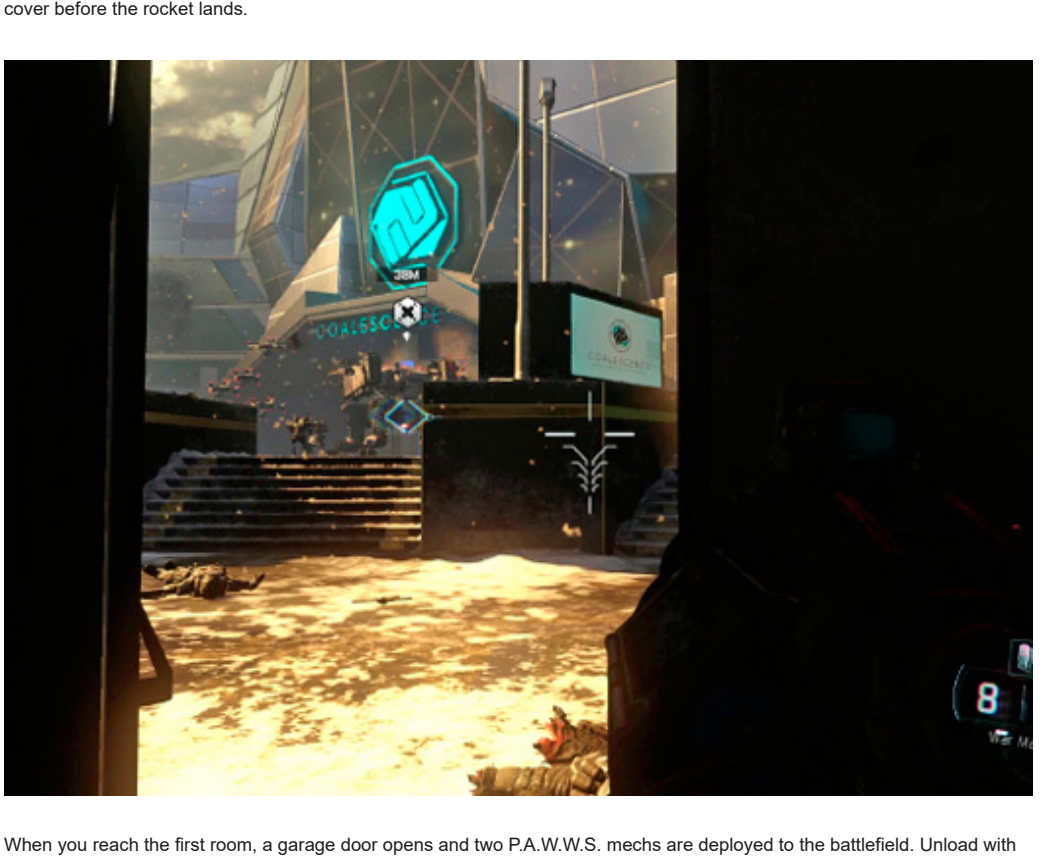
A Wraith arrives when you move forward with your allies. This is a standard one, so no problem for your Missile Launcher. Get two locked hits to down it.



Ⓓ Destroy the A.S.P. -ML

Well, in case you thought the Wraith was too easy, you must now take out a super-powered A.S.P. at the back of the plaza. Moving up the middle of the plaza is inadvisable due to lack of cover, so instead choose the right path to approach the Coalescene building.

Throughout this sequence, the A.S.P. fires missiles into the sky that come crashing down on the battlefield. This makes keeping Tactical Mode on a must. It allows you to see when areas are about to be hit by the large red circles on the ground. It's also possible the A.S.P. can lock you. You will know this has happened if the red circle follows you around. Get to indoor cover before the rocket lands.



When you reach the first room, a garage door opens and two P.A.W.W.S. mechs are deployed to the battlefield. Unload with the War Machine to down one quickly, then retreat to the starting area and restock your ammo.

Hand Cannon/Dodge This

You eventually encounter a solitary P.A.W.W.S. as you move up through the side rooms. This is your shot for the Accolade. You must kill it with a pistol. Luckily, you should have the Annihilator, which makes this job much easier than it normally would be. However, you must hit it with 13 shots (the full ammo loadout for the sidearm) to score a kill.

If you manage to kill the P.A.W.W.S. without it inflicting any damage on you, you also get the Dodge This Accolade. If you're having trouble getting this, try taking out a P.A.W.W.S. with the XM-53 from a distance. (There are four in this battle.)

Two For One

The Annihilator is key for this Accolade, which requires you to score two kills with just one shot. The Annihilator punches through enemies easily. Line up a couple of robots in this plaza and fire away for the Accolade. For extra style points, try to get this and Hand Cannon with the same bullet!

At this point you can switch back to a standard armament, so change your loadout back to the Light Machine gun at the Mobile Armory. When you're rearmed, head back to the room where you fought the P.A.W.W.S. We recommend you fight from this room because it provides cover from the Talons flying overhead, as well as the incoming rockets from the A.S.P.

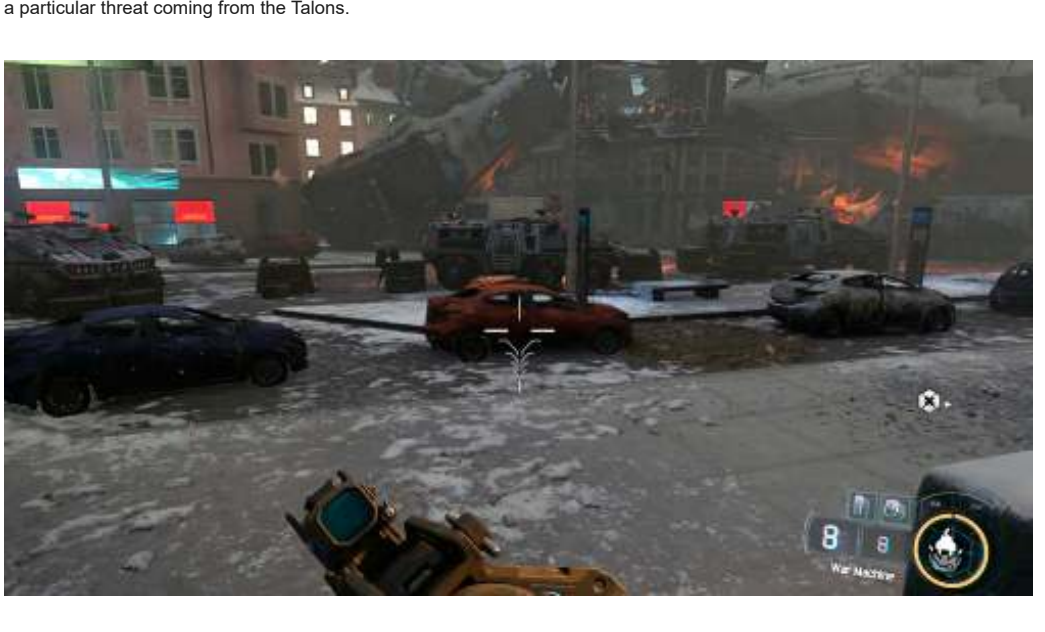
Bots Go Boom

Before losing the War Machine, you may want to go for this Accolade. Attempt this on an easier difficulty. You must kill 20 robots with the Grenade Launcher. There's an unlimited supply of robots at the back of the area, but getting back there can be deadly.

Explosive Entertainment

While going for Bots Go Boom, try to find a group of three or more robots standing together. If you managed to kill all three, you earn this Accolade.

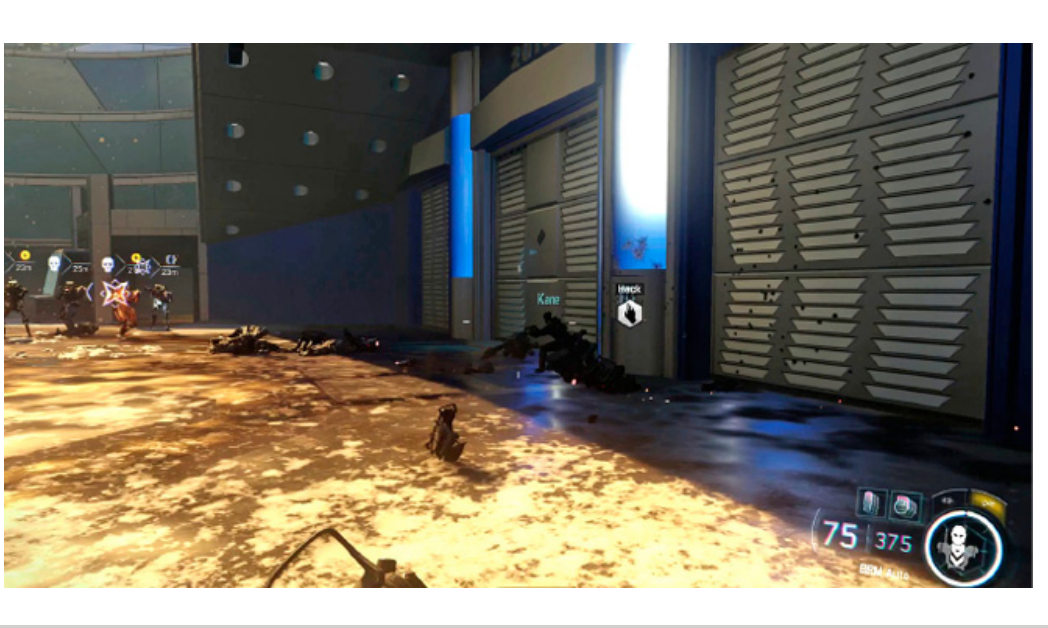
Peek out the back door and fire on the A.S.P. with your Machine Gun. When its shields are down, unleash with locked missiles. This A.S.P. has can take a ton of damage, so you may need to run back for a resupply. You should minimize this ammo run. Once you have the A.S.P.'s attention, it begins firing and will send its Talons after you. Each run can be risky, with a particular threat coming from the Talons.



Ⓔ Hack the Lobby Door

With the A.S.P. down, the tide of the battle has turned. You can freely move up to the door at the back of the plaza to hack it open.

Use the Mobile Armory in the lobby to change your loadout.



RECOMMENDED LOADOUT

Cybercore: Chaos

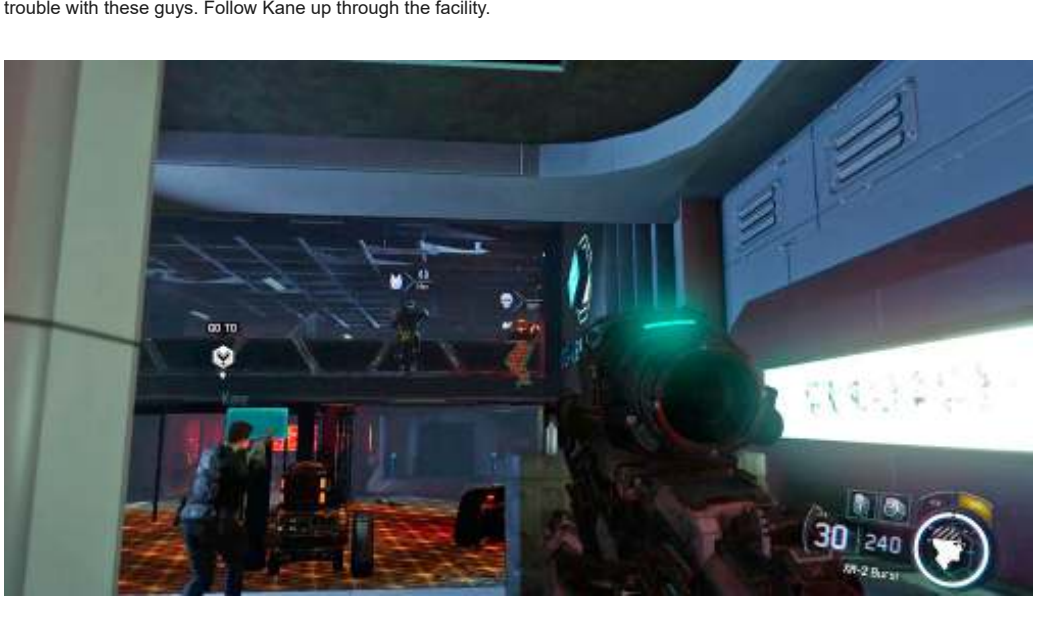
Recommended Skills: Firefly Swarm, Sonic Anti-Personnel, Immolation

Primary Weapon: Automatic Rifle

There are still some more fights with robots, but the major fights ahead are against humans, so Chaos is a better tree. You'll fight a variety of enemies at all ranges, so pick your favorite multi-purpose loadout for your weaponry.

Ⓕ Locate Hendricks

The next room has minimal robot defenses. You survived the battle of Coalsecence Square, so you shouldn't have much trouble with these guys. Follow Kane up through the facility.



Ⓖ Destroy the P.A.W.W.S.

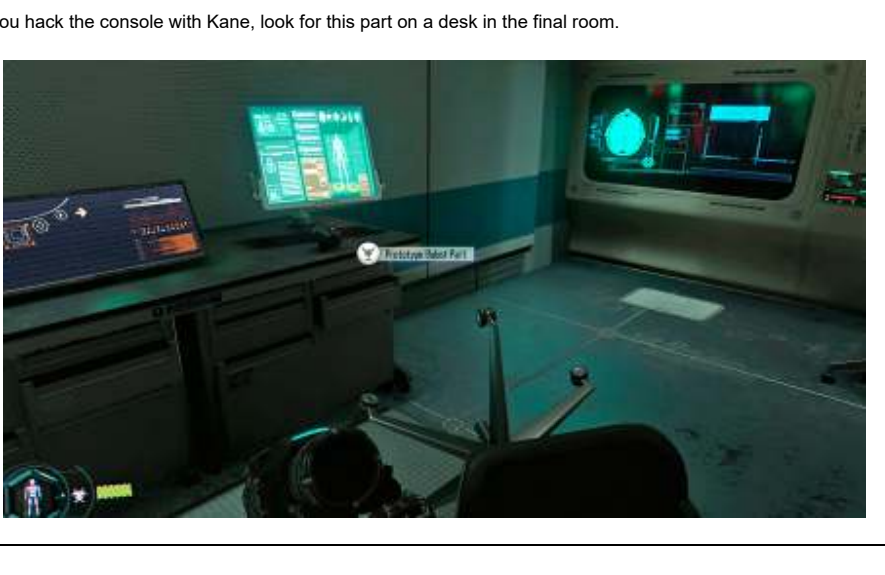
The next room is a bit more of a challenge. Another P.A.W.W.S. mech lies in wait at the back of the room. Unload with your weaponry, using the many walls in the area for cover. Watch out for its minimal robot reinforcements; they can flank you if you aren't paying attention.

When you kill the first mech, a second one is deployed at the back of the area. If you can get a clear angle on this mech, unleash with the XM-53 launcher, which you should still have from the previous battle.

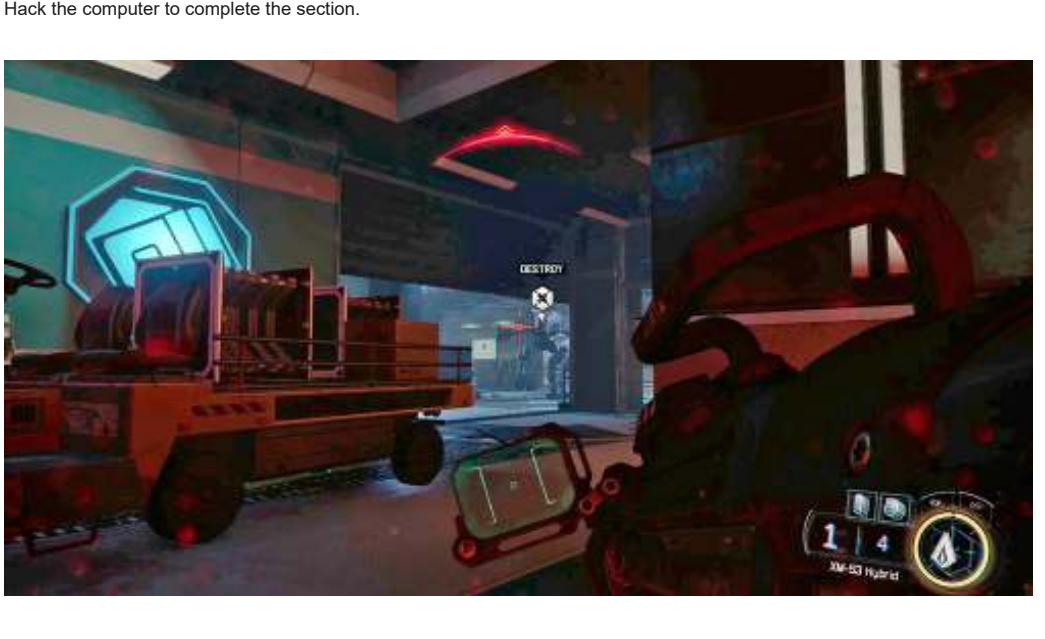
When the giant mechs are down, two puny robots arrive. Mow them down and proceed to the back of the area to the lab.

COLLECTIBLE **Prototype Robot Part**

Before you hack the console with Kane, look for this part on a desk in the final room.



Hack the computer to complete the section.



Discover the Mystery of the Frozen Forest

After the dramatic events in the base of the Coalescence facility, you awaken in the Frozen Forest. This is another dream-like world where the rules of reality are thrown out the door.

Throughout this section of the level, enemies spawn around you, the world transforms, and you must interact with unusual objects. Despite the dream-nature of the world, all the normal rules of combat still apply. Your DNI is also fully functional here. You fight humans in this section, so the Chaos tree is most useful.

As soon as you regain control, you are surrounded by attacking enemies. Kill the one directly ahead, then sprint for cover behind the big trees. Kill the other enemies that spawn in the area and a path opens up.

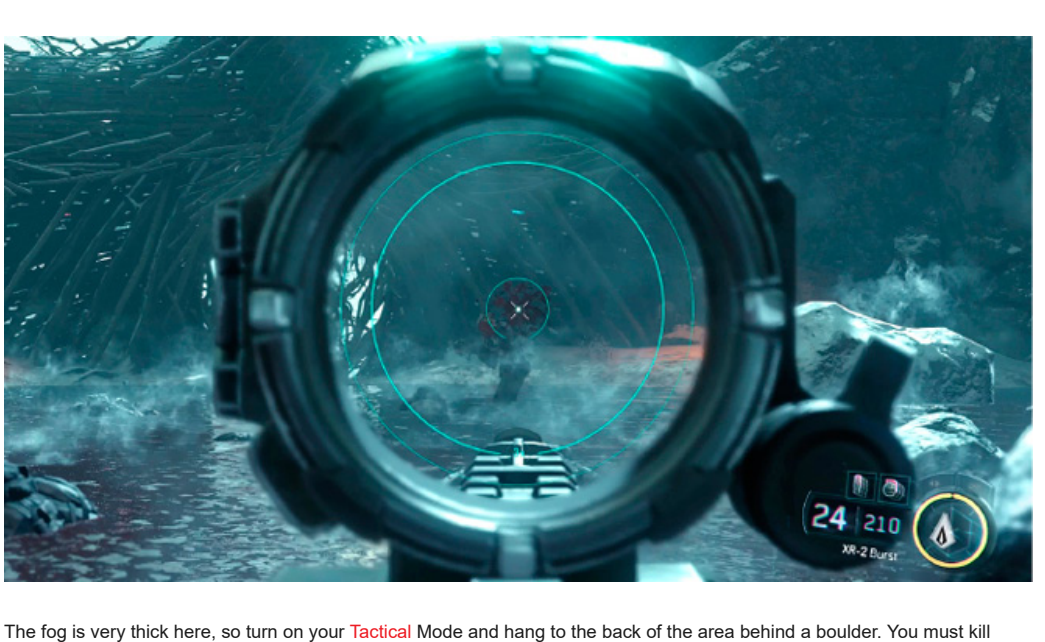
Fight down the snowy path to Corvus.

Survive the Pool of Corpses

Slide down the cliff into the red pool. As you move through the pool, enemies spawn in all around you.

Quickslap

This Quickslap Accolade requires you to kill five soldiers with melee in under 10 seconds, and this pool is probably your best opportunity. Wait for a few to spawn, then use Camouflage to get in a good position and execute multiple takedowns on them. It's very difficult on higher difficulties, so lower this accordingly if you're having trouble.



The fog is very thick here, so turn on your Tactical Mode and hang to the back of the area behind a boulder. You must kill about a dozen enemies before proceeding to the next area. When the objective marker pops on your HUD, move to the branches and hit Interact to burn them.

Relive your Singapore Memories

When you respawn, use the Mobile Armory to adjust your weaponry as you like, then move to the objective marker to open up the next pathway.

Checkpoints

There's a dearth of checkpoints in these memory sequences. Be very careful when moving through; survival is paramount!

This next section is a reimagining of the events of Singapore. The enemies here are 54 Immortals. You know the drill: Stick to cover and carefully move down the path, killing the Immortals as they spawn.

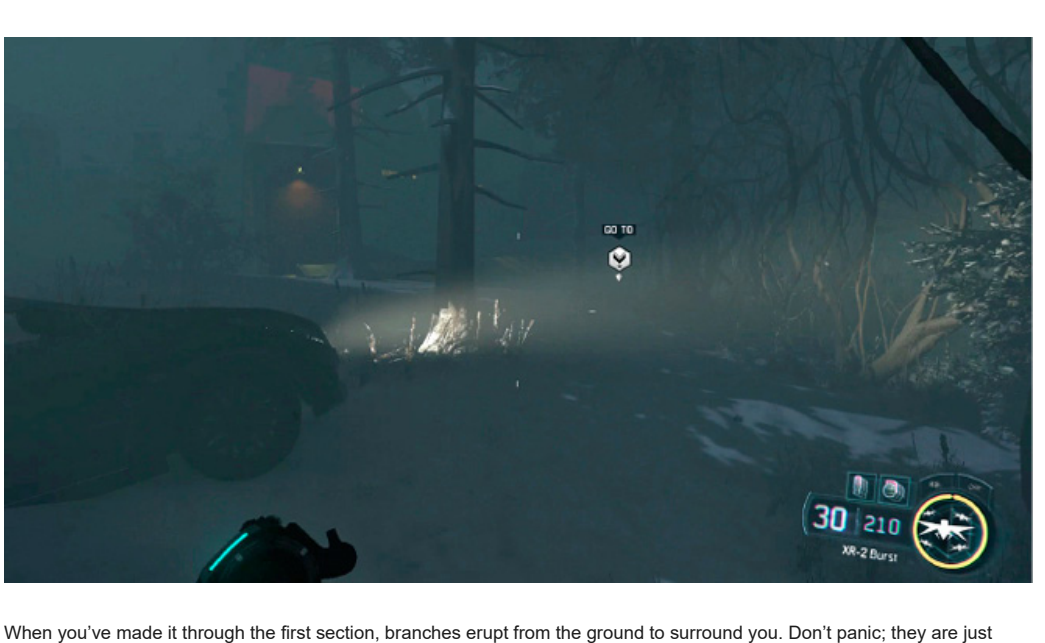
Explosive Containment

For this Accolade, you must destroy 35 explosive containers. The easiest way to do this is use the Cacophony skill in the Chaos tree. It automatically highlights and explodes any containers in the area. Starting from this area forward, there are explosive containers all around.

When you see the scenery transform, it means there's a fresh spawn of enemies coming at you. Hang back in cover and wait for them to charge or attack your position.

Perfect Timing

Kill 20 enemies in the next few sections with Grenades. This requires a lot of Grenades, so it's not a bad idea to upgrade your Copy Cat ability in your loadout. Upgraded Copy Cat lets you pick up grenades off your enemies.



When you've made it through the first section, branches erupt from the ground to surround you. Don't panic; they are just forming walls to guide you to the next area. Find your way through the branches to come across a second contingent of 54 Immortal dream soldiers.

Enemies respawn here several times before it's safe to move forward. When it's clear, begin making your way through the train yard. The enemies ahead use Assault Rifles, SMGs, LMGs, and RPGs to try to stop your advance. They also frequently respawn shortly after you kill one, so don't lower your guard. This isn't a standard operation!

Burn the First Heart

The path eventually leads to a door. Step inside and you enter a recreation of the Coalescence Facility you visited in Singapore. Watch for the Talons overhead. They are not a threat on their own. Kill the two groups as you make your way to the back of the facility. When you reach the end of the path, you discover a creepy, gigantic heart. Burn it with the Interact button to proceed.

Restock and Ready Up

After you've burned the heart, you find yourself back in the hub. Restock with the Mobile Armory. Consider grabbing one of the heavy weapons here to replace your XM-53. There's a Spike Launcher, a War Machine, and a Micro-Missile Launcher on the snowy boulder. For the next section, we recommend the Micro-Missile launcher.

Burn the marked tree to proceed to the next dream sequence.

Relive the Events of Egypt

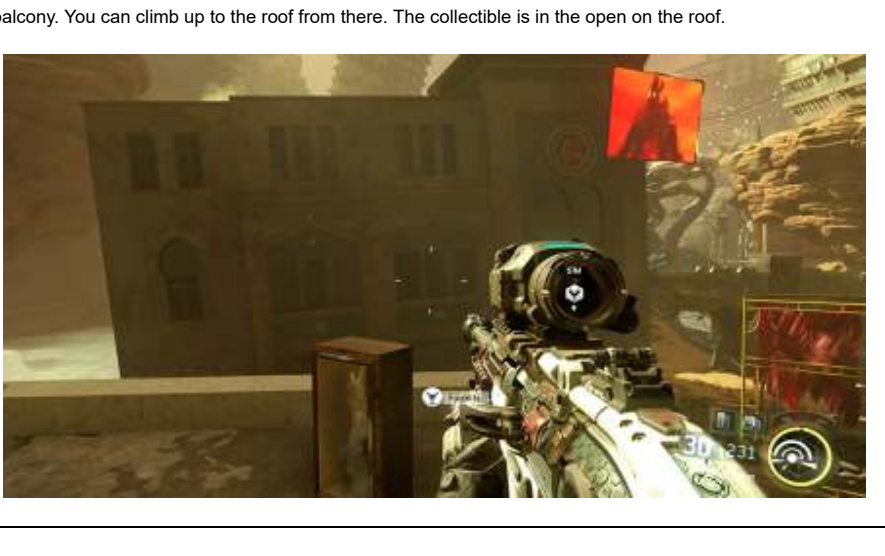
Now you are in a recreation of your Egypt campaign. You're fighting the NRC, but the challenge is about the same. Move through the path, using your Tactic Mode to pick out enemies hiding in cover.

Remember that enemies frequently respawn immediately after you kill them, so be patient as you advance. Enemies have the ability to spawn in your flank, so swivel back and forth as you advance to make sure they don't get a shot on you.

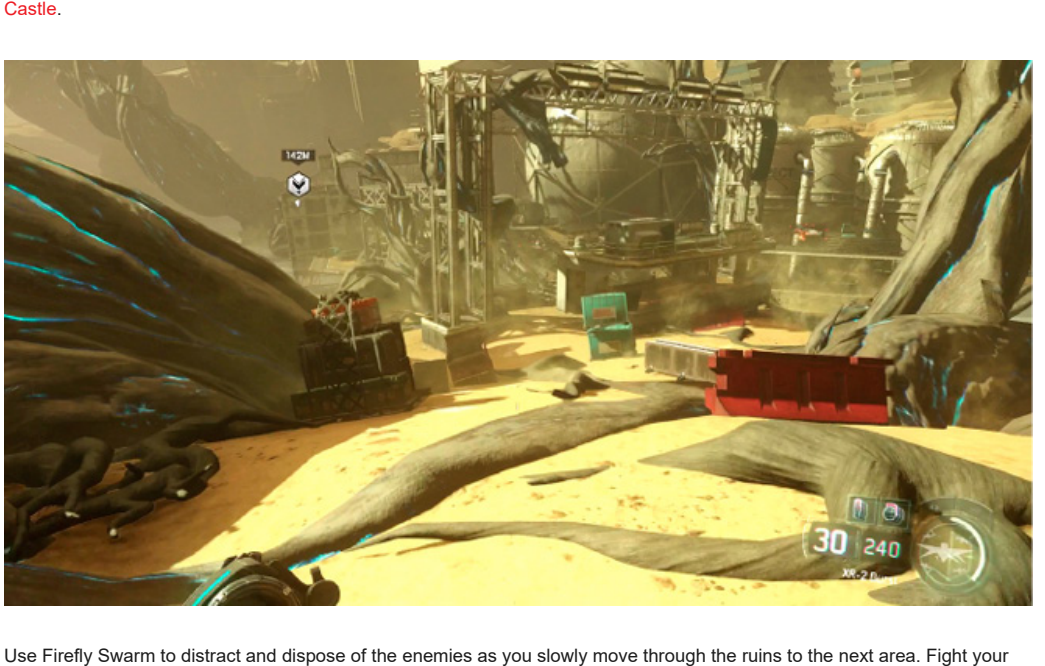
COLLECTIBLE **Fulgarite**

This is probably the most difficult collectible to find in the game. You must climb a ruined building in this section of the level. Look for a building with two large triangular windows in the front. Directly in front of that building is the ruin you need to climb.

Look for a climb hold on the rear back side. This gets you to the second floor. Next, step outside and sprint and jump to the nearby balcony. You can climb up to the roof from there. The collectible is in the open on the roof.



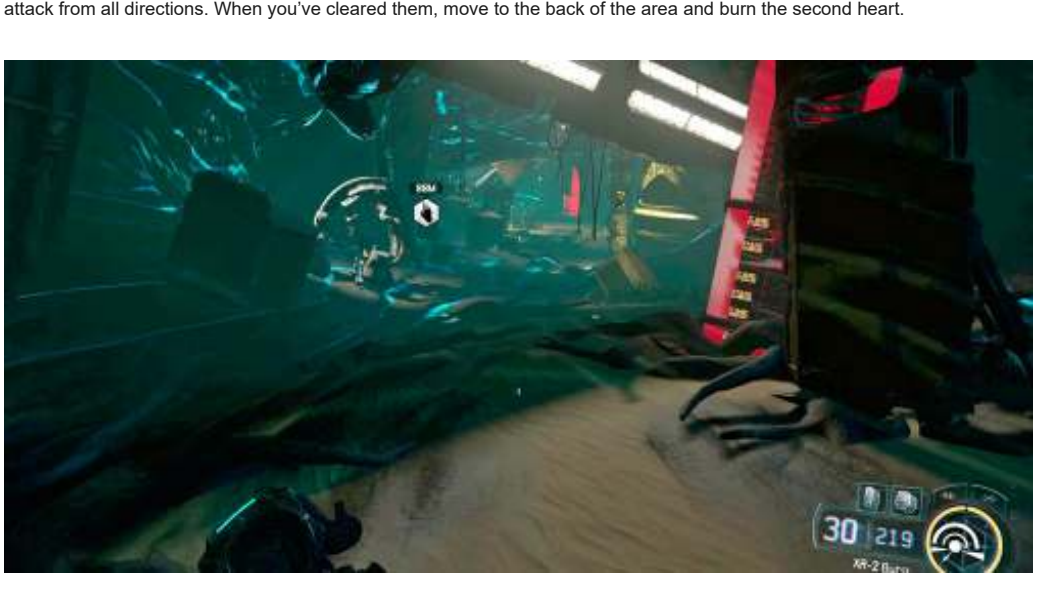
Whichever way you proceed, don't zig-zag through the ruins. This causes more enemies to spawn, making it harder to punch through. Escape the first area to reach a checkpoint, then follow the hill up and down into a zone reminiscent of Sand Castle.



Use Firefly Swarm to distract and dispose of the enemies as you slowly move through the ruins to the next area. Fight your way to exit another portal at the end of the trail.

Destroy the Second Heart

You find yourself teleported into another heart chamber. Watch out for the R.A.P.S. in the area; they can climb the walls and attack from all directions. When you've cleared them, move to the back of the area and burn the second heart.



Relive the Events of the Typhoon

One last path to explore. Burn the branches to reveal the way.

You are transported to the bottom of a bloody river. Use the Jump button to swim to the surface. This section is a mash-up of the levels in previous campaigns. This first part is a recreation of the Singapore typhoon in Chapter 3.

Use Firefly Swarm and your favorite weapon to take out the enemies in this area. When you've cleared the first section, you come to a bloody lake. Cross the lake to the other side.

This leads to another flooded village. Stick to the right path, moving between the buildings to stay in cover.

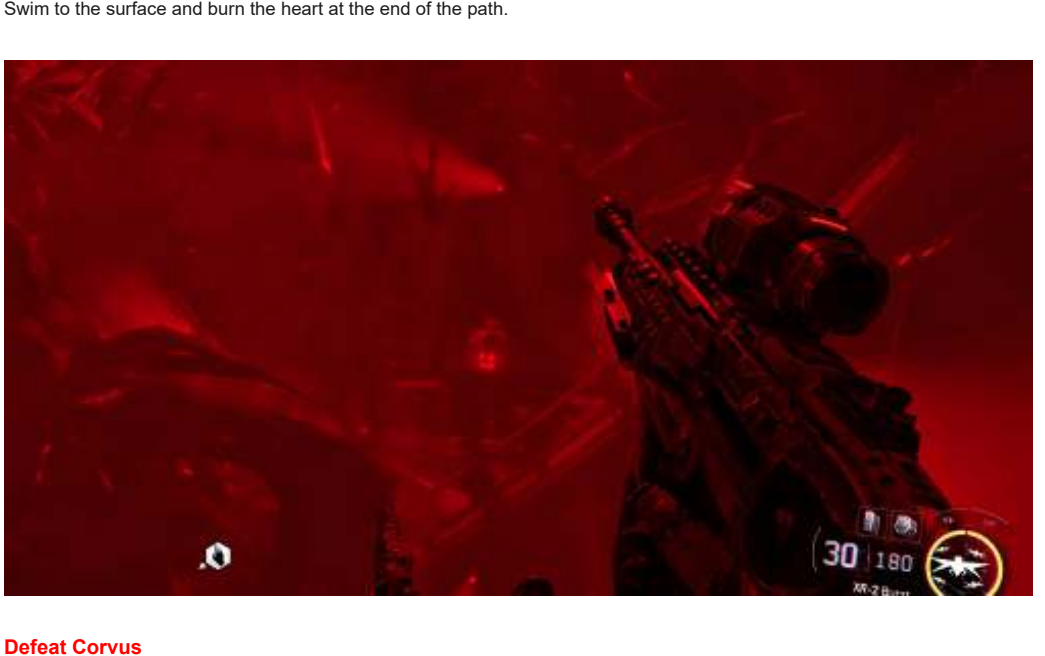
Burn the Third Heart

Follow the red river to the end, and you are teleported underwater. There are depth charges directly above you. Shoot them before they can get close and carefully swim up; shooting more as they appear.

Got 'Em All

To earn this Accolade, you must destroy all of the depth charges before any explode.

Swim to the surface and burn the heart at the end of the path.

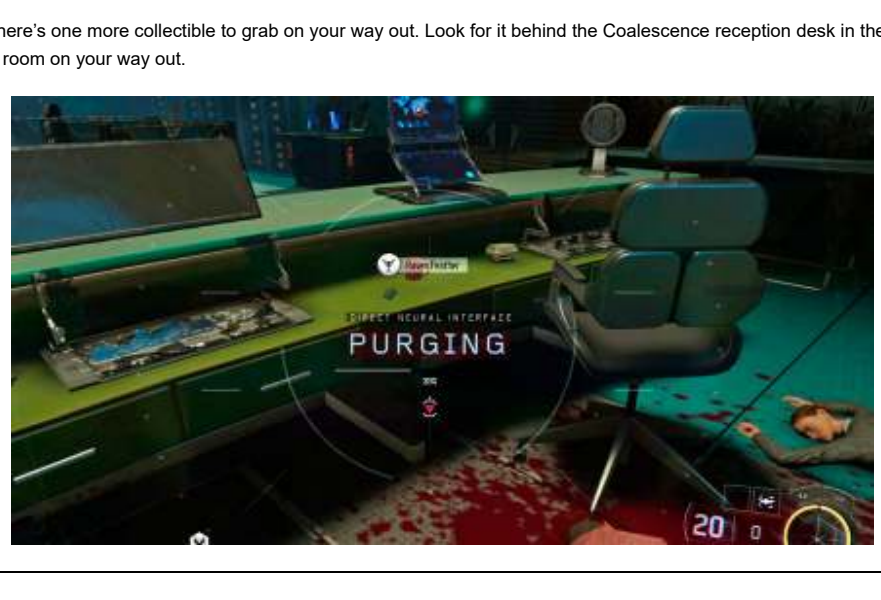


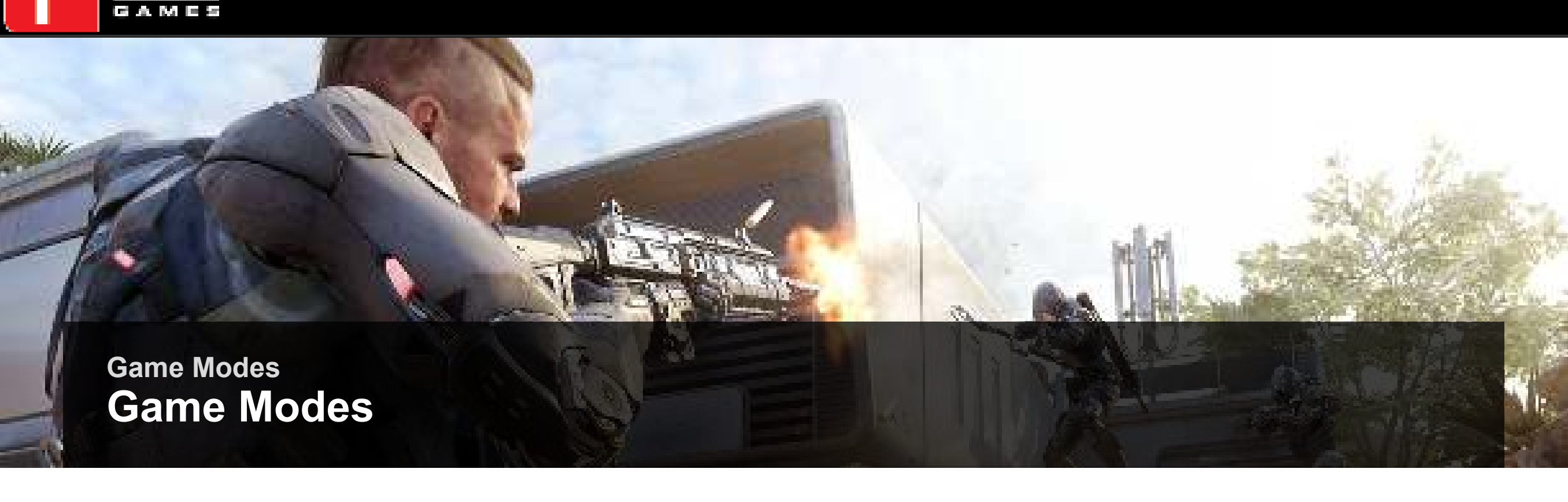
Defeat Corvus

After the cinema, follow the path out of the Coalescence building. We don't want to spoil any of the ending, so we'll end the walkthrough here. Congratulations on completing Black Ops III!

COLLECTIBLE **Raven Feather**

Wait! There's one more collectible to grab on your way out. Look for it behind the Coalescence reception desk in the second room on your way out.





Game Modes

Game Modes

Focus your aggression. Complete your mission objectives to achieve victory.

Gameplay modes in Call of Duty: Black Ops III determine the victory conditions for every match. From the straightforward mayhem of Team Deathmatch to the hide and sneak intensity of Search & Destroy, every objective offers a different challenge.

Tailor your Specialist choice and your class loadouts to suit each mode. In objective modes that focus a lot of conflict around a single point such as Domination or Hardpoint, Smoke Grenades, Flak Jackets, and the like become more valuable. In a mode such as Capture the Flag or Uplink, however, it's possible to play a fast and stealthy offensive player or a loaded down defensive player.

Deathmatch Modes

Pure combat. Take down every hostile in sight and stay alive to secure victory.

Free For All

Every man and woman for themselves, FFA matches are quick and intense, with hotspots of combat erupting around the map as players home in on any sounds of battle.

Stealthy builds are effective, and choosing a part of the map to control works well—you can avoid getting shot from a respawning foe from behind if you are diligent about locking down one area of the level.

On the other hand, another option is to constantly patrol around the outer edges of the map—keep moving and you can outpace anyone spawning or moving behind you.

Try to avoid the center of the map or any open space with a lot of line of sight. You become an easy target in such places.

Team Deathmatch

Straight up Team Deathmatch on all maps. Use teamwork to kill enemy players and reach the score limit.

Classic team combat, TDM emphasizes performance—you need to maintain a positive kill/death ratio to keep your team in the lead.

Pay careful attention to the radar, and move with your team. Because of the free flowing nature of TDM combat, it's not uncommon for spawns to flip back and forth throughout a match as players move around the level.

If you're isolated from your team, it's very possible to have multiple enemies respawn nearby—stay alert if you're away from your team!

Try to fight near hotspots, but avoid rushing in alone unless you're outfitted with a full stealth build. Staying alive is even more important than scoring kills, as going negative in k/d hurts your team's chances of winning, and doubly helps the enemy team with score and scorestreaks to amplify their advantage.

Kill Confirmed

Team Deathmatch with a twist. Collect enemy dogtags to score for your team.

Kill Confirmed plays close to TDM, but each time a player dies in KC, they drop a dogtag. Pick up enemy tags to 'confirm' the kill, giving bonus score. Pick up friendly tags to 'deny' the kill, saving some of the lost score.

Because tags must be picked up to get most of the points in a match, CQC builds have a slight edge over long range builds that hang back. Playing a fast and aggressive close range build with a Shotgun or SMG can rack up a lot of points in typical KC matches.

That doesn't mean LMG or Sniper users who prefer to hang back are useless, of course—you can use tags in the open to bait enemy players into picking them up, easily picking them off if they expose themselves. Likewise, aggressive teammates can often scoop up dropped tags.

Control Modes

Focused objective play. Secure the critical targets and hold them to win.

Domination

Three zones must be captured. Your team gets points for having control of a zone. The more zones your team holds, the more points you gain.

A classic Call of Duty mode, Domination requires that you capture and hold three points labelled 'A', 'B', and 'C'. Typically, holding two of these points (A and B or B and C) and pinning the enemy at the third point is the path to victory. As a result, the B point on most maps is heavily contested.

If you plan on regularly going for captures, bring defensive loadouts with Flak Jacket, Smoke grenades, Trophy Systems, defensive scorestreaks, and the like.

On the other hand, if you plan to clear points, bring an abundance of explosives or strong long range weaponry to clear off enemies and secure the area.

It's also quite possible to play aggressively in the enemy backline between their 'home' point and the B flag, just be aware of where enemies are likely to spawn, and where they are moving to reach the middle of the map to avoid getting ambushed.

Hardpoint

A neutral hardpoint to capture is marked in the level. Capture and hold it to gain points.

Hardpoint places a control zone on the map that can be claimed by having a friendly player inside the zone with no enemies present. If a friendly and an enemy are inside, the zone is contested, and neither team scores until it is cleared.

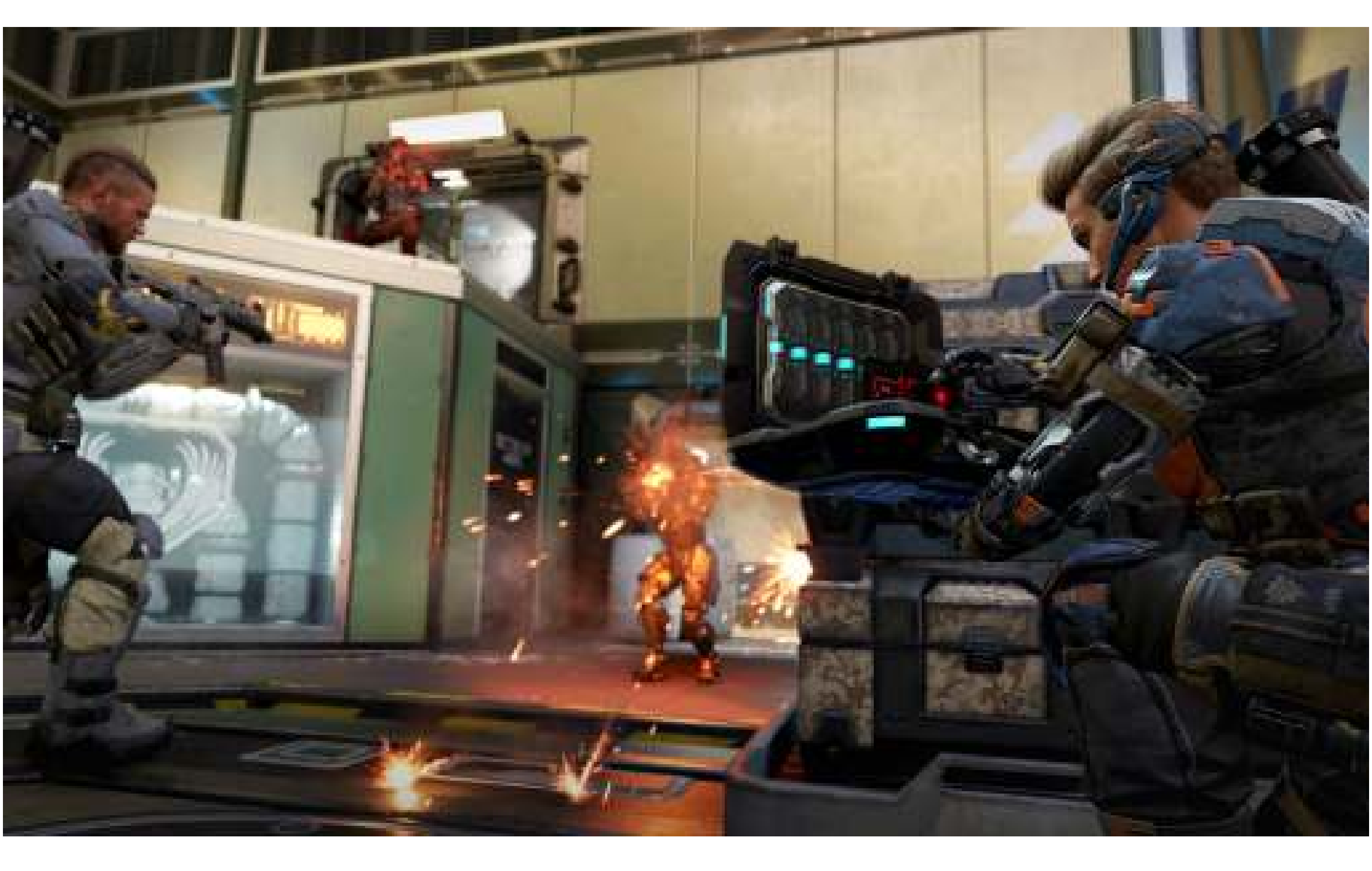
The Hardpoint rotates around the map periodically, so after you secure a point, moving to the next one and setting up a strong defense is an important tactic. It's also vital to learn when to give up on pushing a Hardpoint that's already lost and getting to the next location before the enemy team so you can secure the best cover.

Hardpoints are often subject to heavy explosive bombardment and the focus of offensive scorestreak targeting, so bring defensive loadouts if you plan on securing them, or an offensive loadout of your own if you need to clear them.

Bomb Modes

Plant, defuse, guard, and assault, bomb modes test your team coordination.

Demolition



Teams alternate in attacking and defending two bomb sites. The attacking team must destroy bomb sites to win.

Teams are split into offense and defense, with the offense striving to detonate the bomb sites and the defense out to stop them.

There are two bomb sites that must be destroyed by planting a bomb and holding the site until it detonates. All players on the offensive side have bombs, so any player can plant.

Once both bomb sites are blown (or defended), the teams switch and play a second round. If the score is tied, a sudden death round is played with a single bomb site that either team can destroy to win.

Search & Destroy

Defend and destroy the objective. No respawning.

Search & Destroy is the tactical bomb mode, with no respawns in each round, so gung-ho play is extremely risky. Only one player carries the bomb, and if the defenders defuse it, they win immediately.

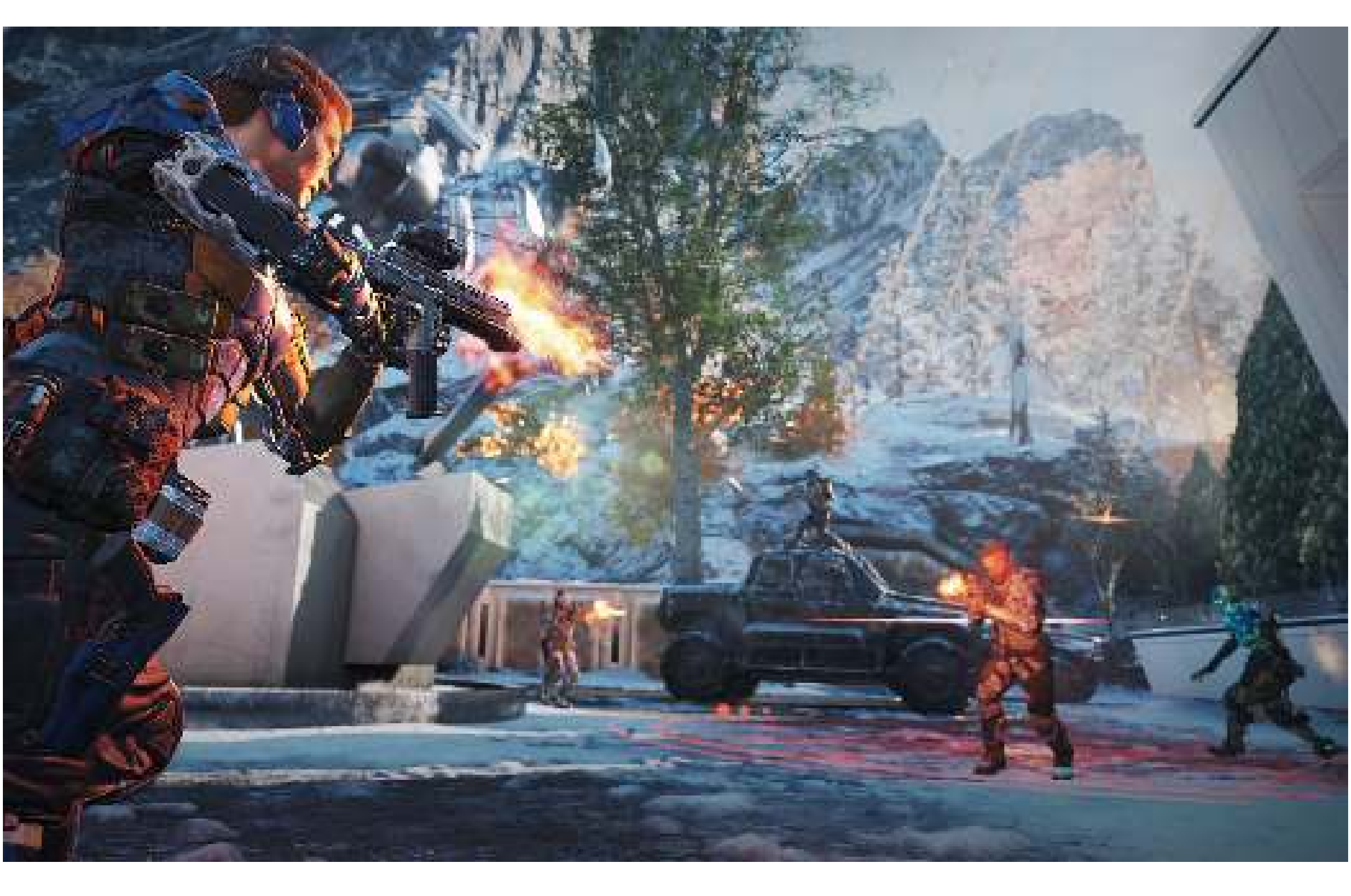
It's also quite common to finish rounds by simply eliminating the other team, rather than blowing a target. Unlike in demo, a successful detonation at either site is a win, and the defuse requires disarming in the same spot the bomb was planted.

It is common to use a plant as bait to draw out any remaining defenders, and also effective to have one or more players make a lot of noise at one site while the bomber sneaks a plant at the other site.

Objective Modes

Specific tasks must be completed to achieve victory. Focus on the goals to win!

Safeguard



Escort the robot the enemy base.

New in Call of Duty: Black Ops III, Safeguard challenges each team in turn to escort a friendly robot as it marches toward the enemy base.

The robot can be destroyed temporarily, halting its progress, but it repairs, reboots, and continues marching after a short delay. Because the robot follows a fixed path through the map, it's possible to learn its routes and set up defenses on favorable terrain when playing defense.

Likewise, on offense, knowing where defenders are likely to be lurking and setting out to flank them before they can get entrenched is vital.

Expect constant firefights around the robot itself, and be wary of moving out in the open near it. There are always likely to be hostiles either nearby, or lying in wait as the robot moves.

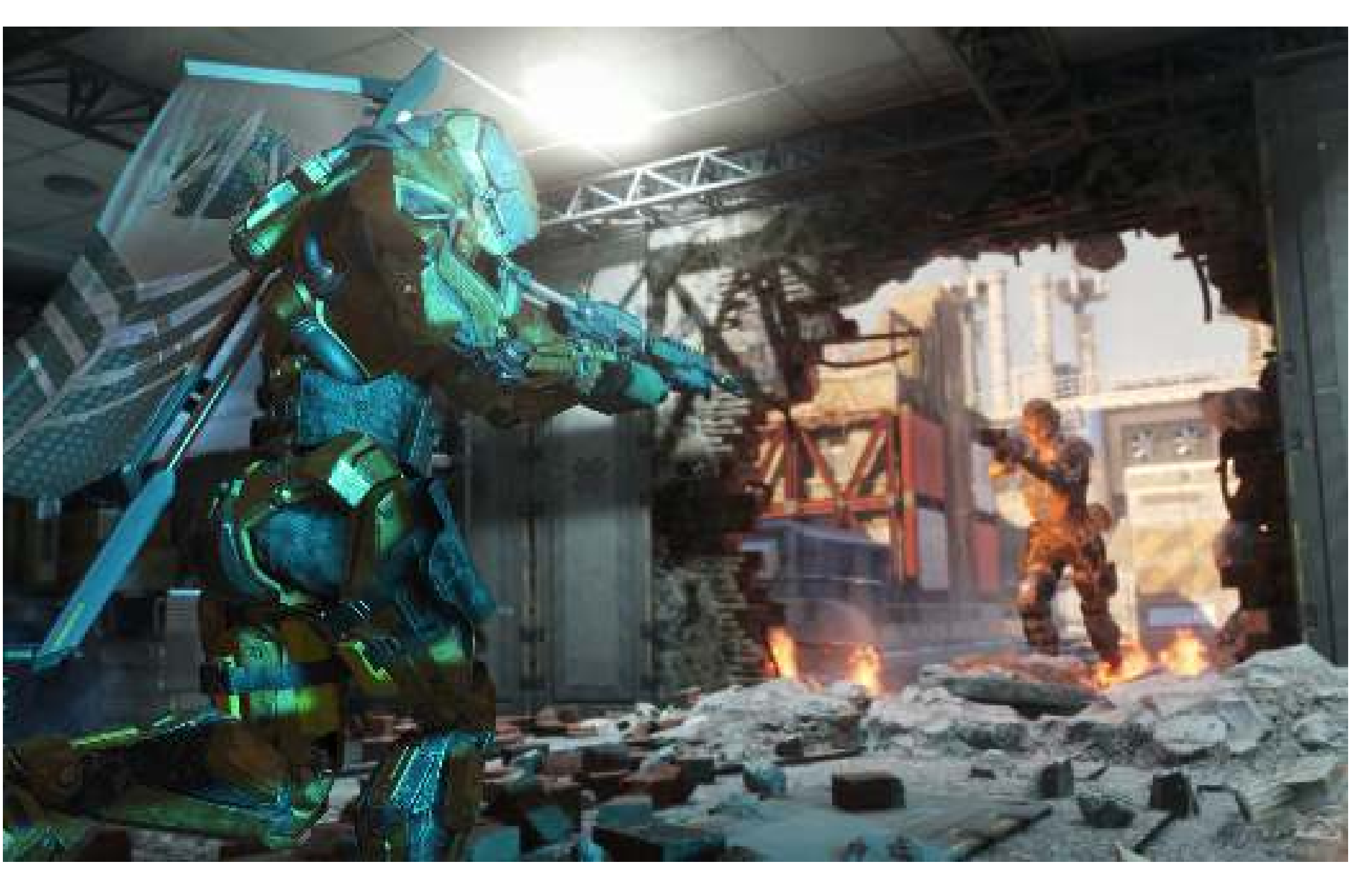
Uplink

Throw or carry the Satellite Drone to the Uplink Station.

Brought over from Advanced Warfare, Uplink challenges both teams to acquire the single satellite drone from the center of the map, and then pass or run the drone to the enemy Uplink Station to score.

You can score in Uplink by either throwing the drone, or jumping it in for bonus score. The player with the drone gains bonus armor, and an instantly lethal melee attack. Because you can pass the drone to any player, you can even 'disarm' an enemy by tossing the drone at them—a risky surprise!

Capture the Flag

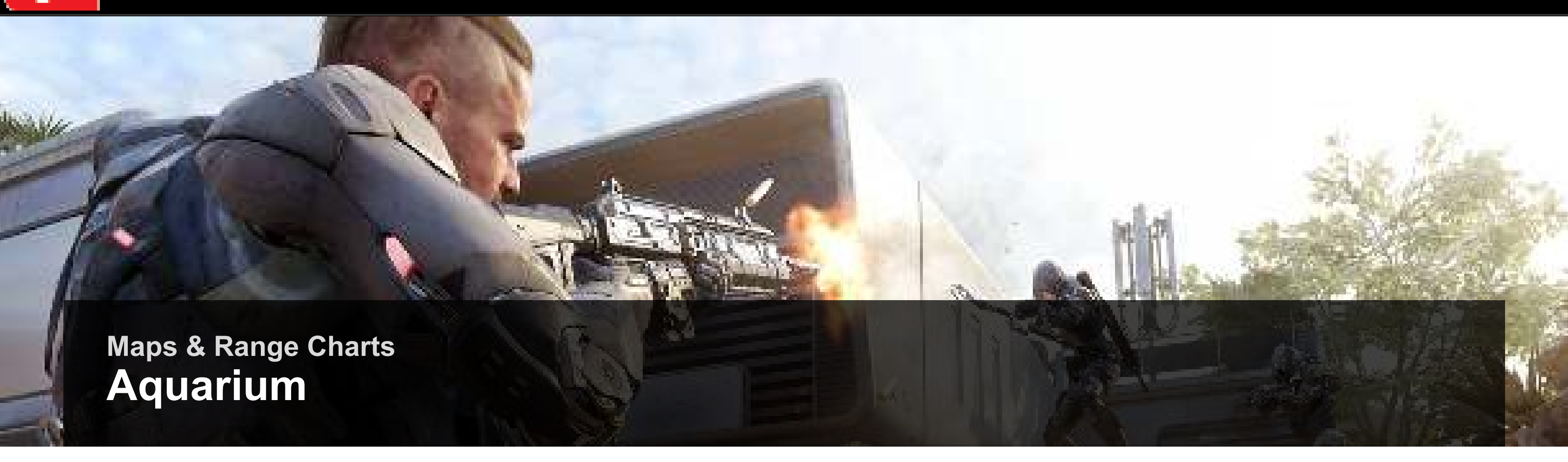


Get the enemy flag and return it to yours to capture it.

Both teams have a flag that must be defended and an enemy flag that must be captured. You can score only if your own flag is at base, so if both flags are taken, neither team can score until a carrier is defeated.

Capture the Flag demands teamwork on offense and defense, as a few players staying back to defend the flag can aim for high end scorestreaks and coordinating offensive scorestreak usage with flag runners is vital for breaking defensive locks.

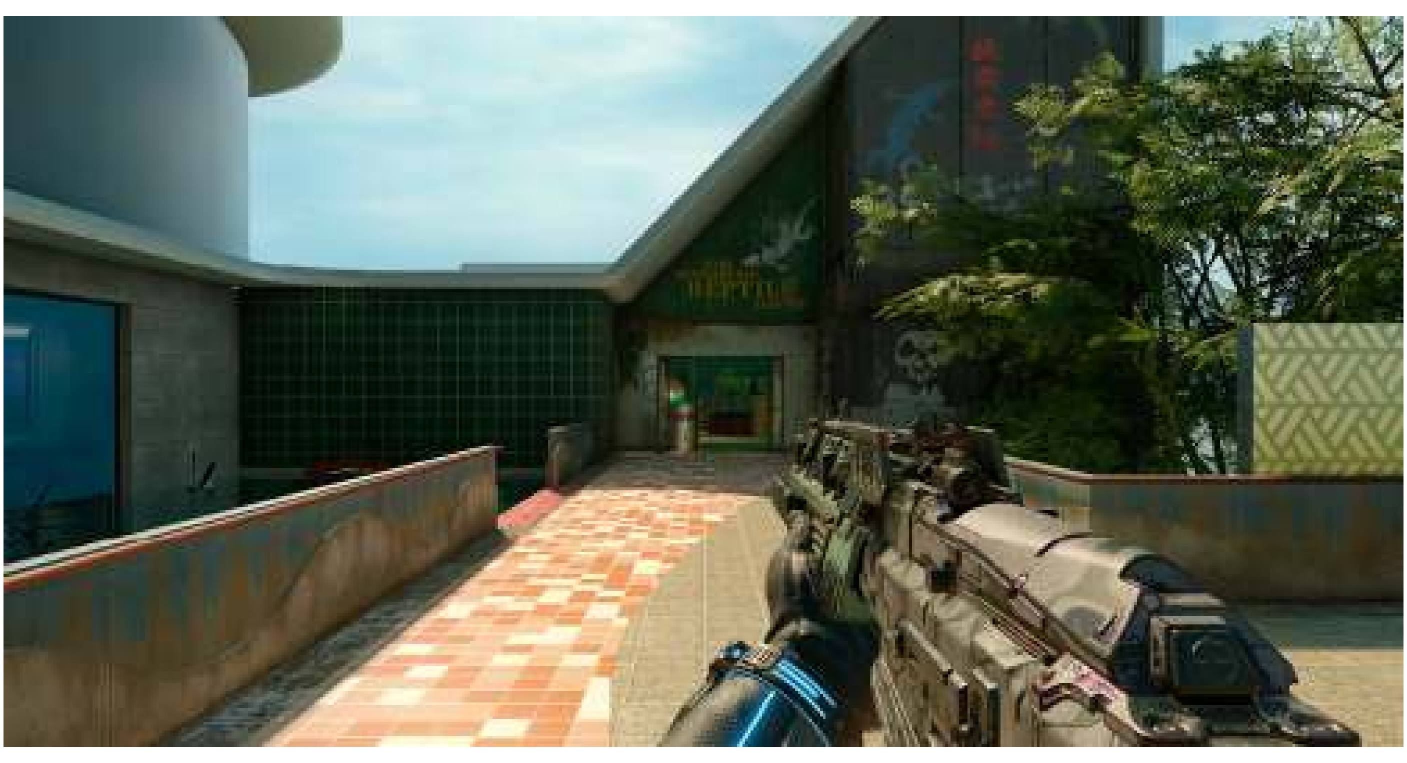
Speedy and stealthy builds are recommended for flag running, while builds with defensive equipment and perks and longer range weapons work well for defense.



Aquarium

Aquarium and botanical gardens near the 54I black market zone of Singapore's Marina Gardens.

Distance 1500



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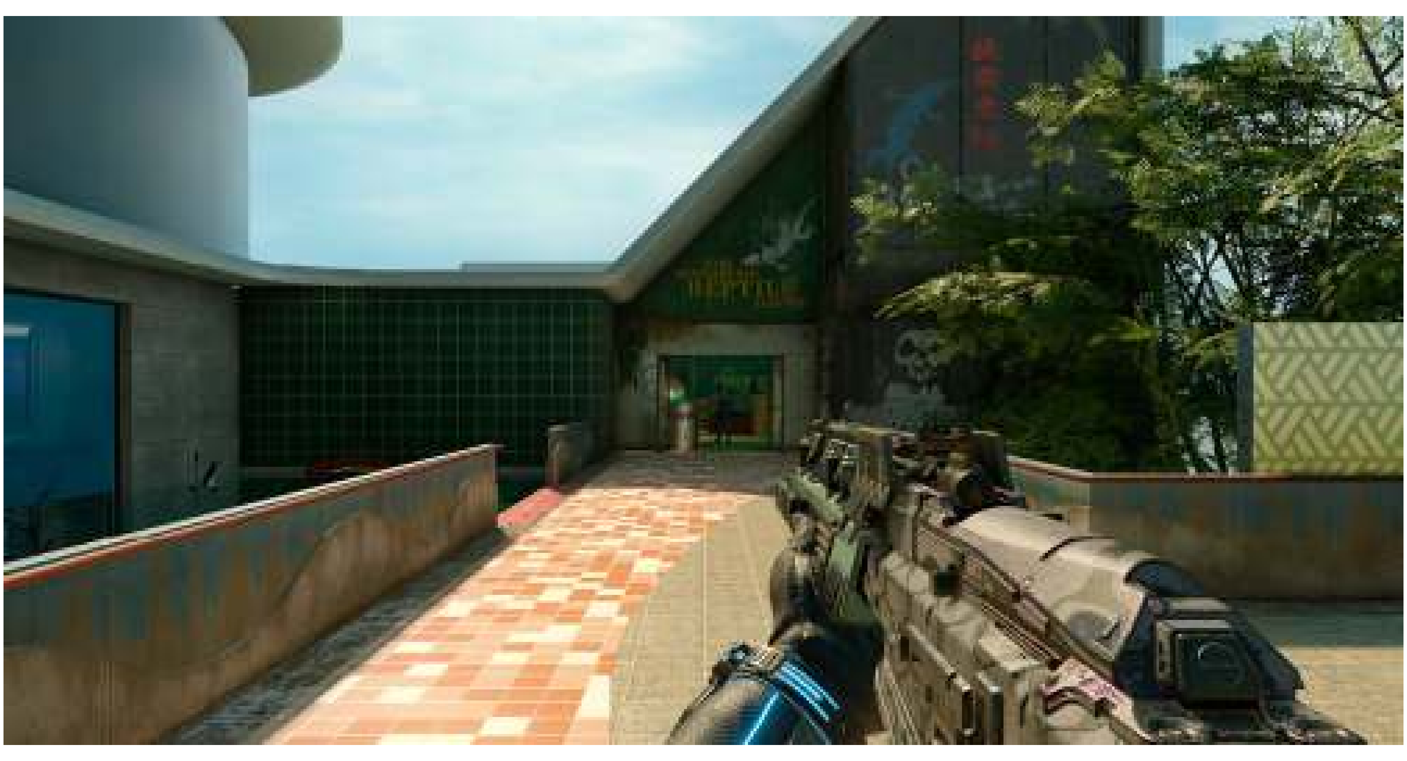

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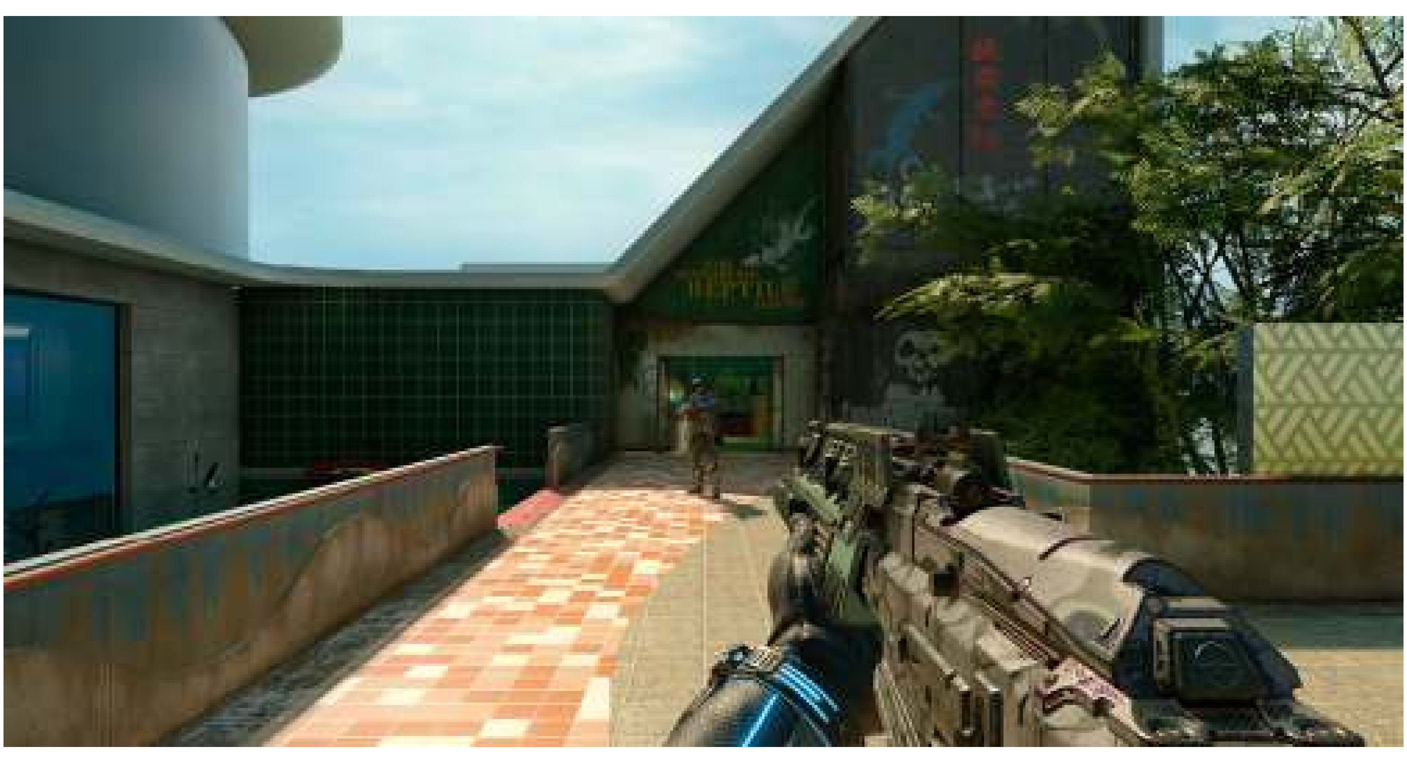

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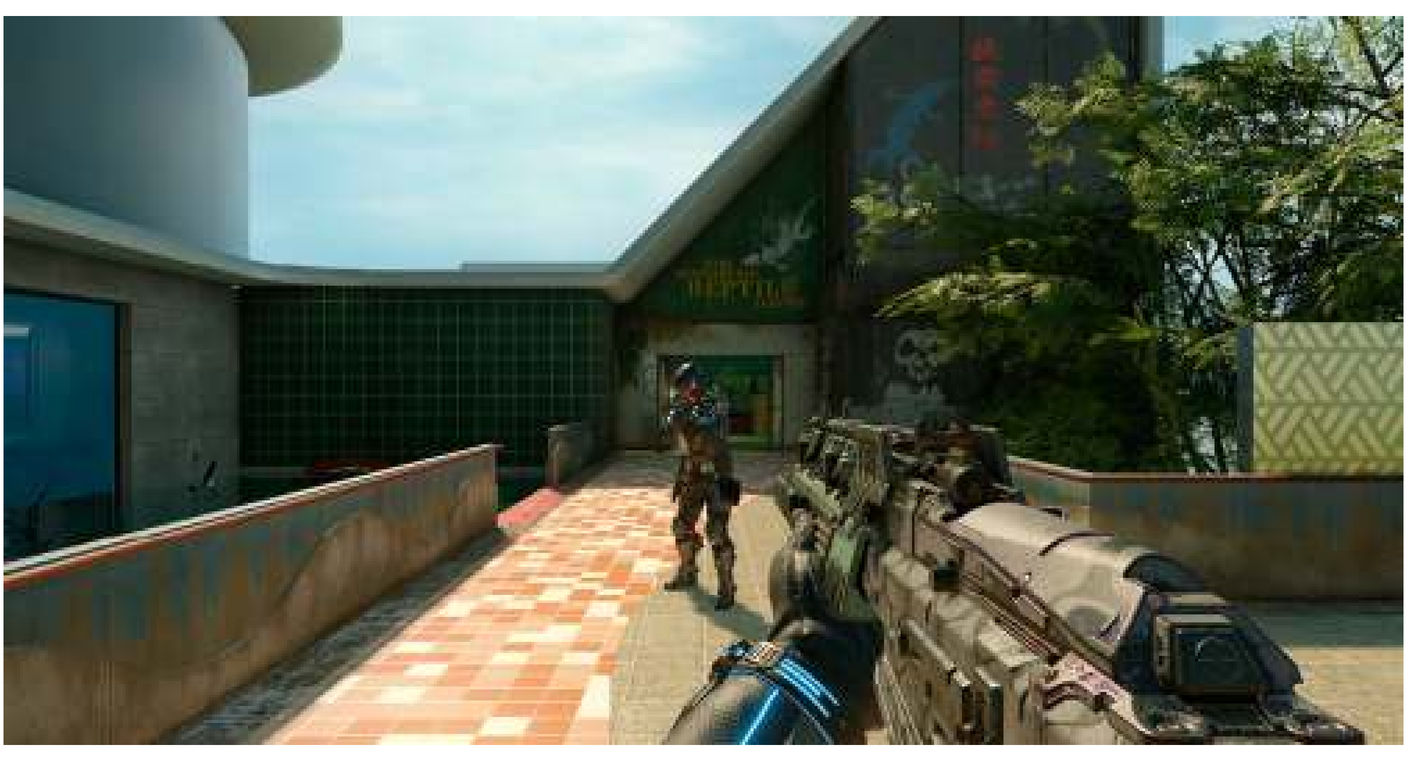
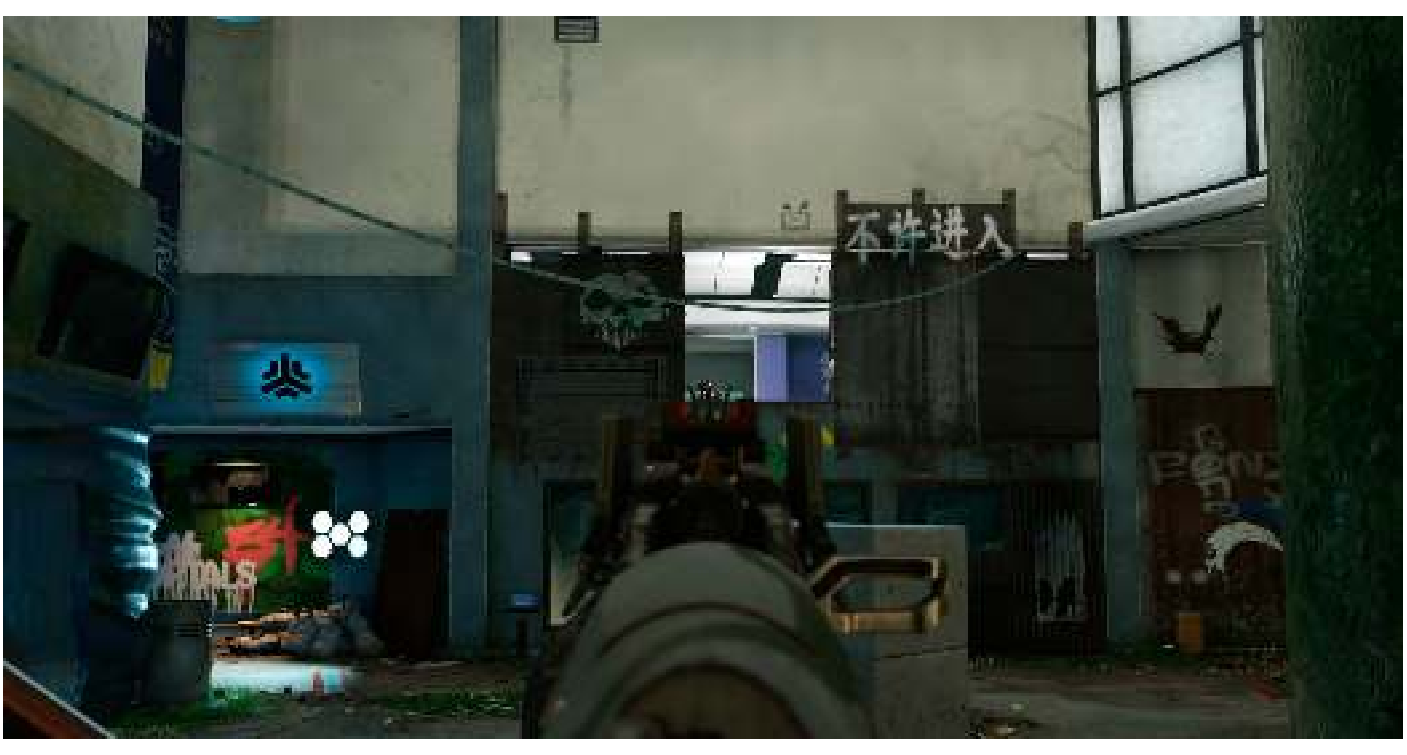
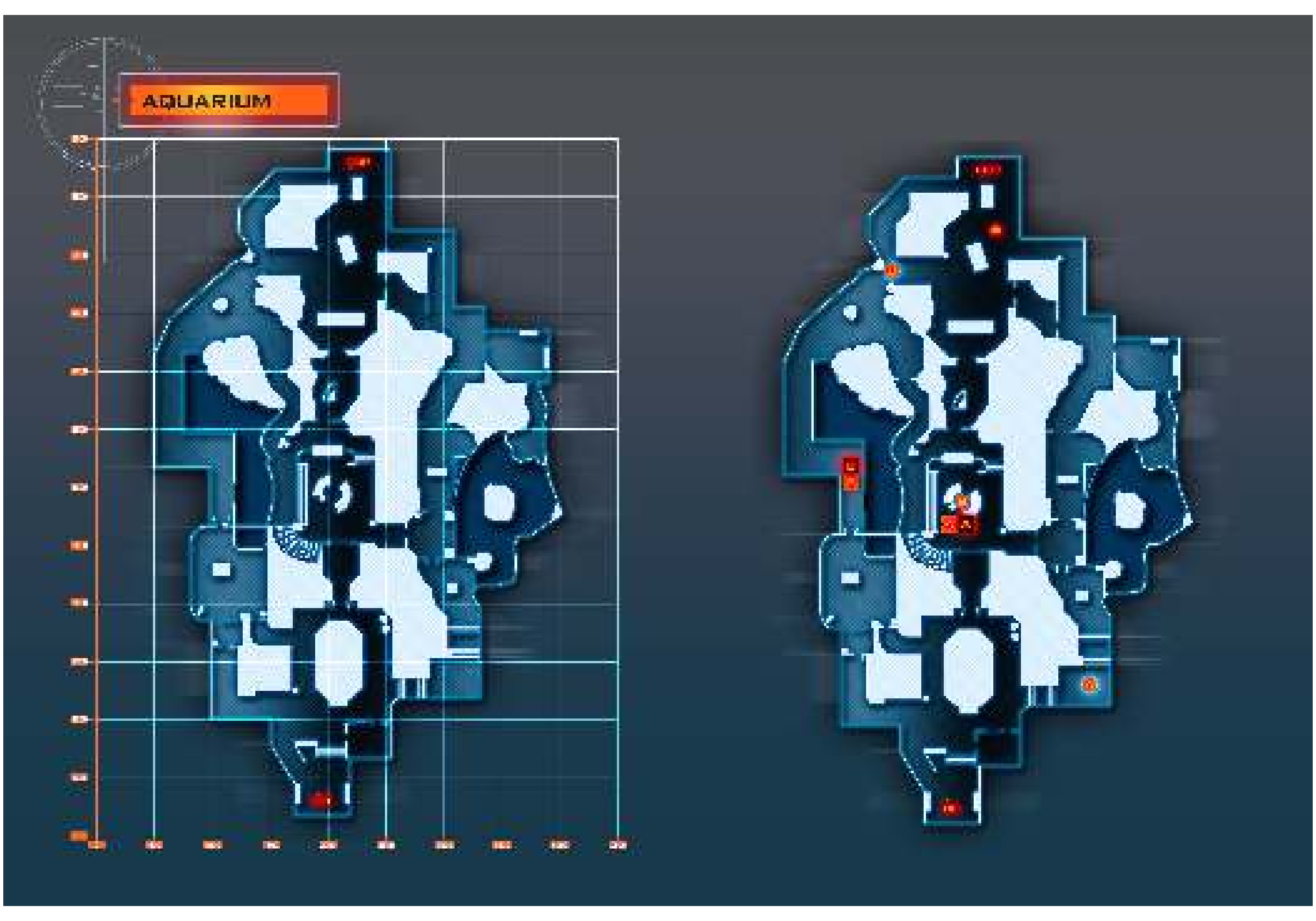
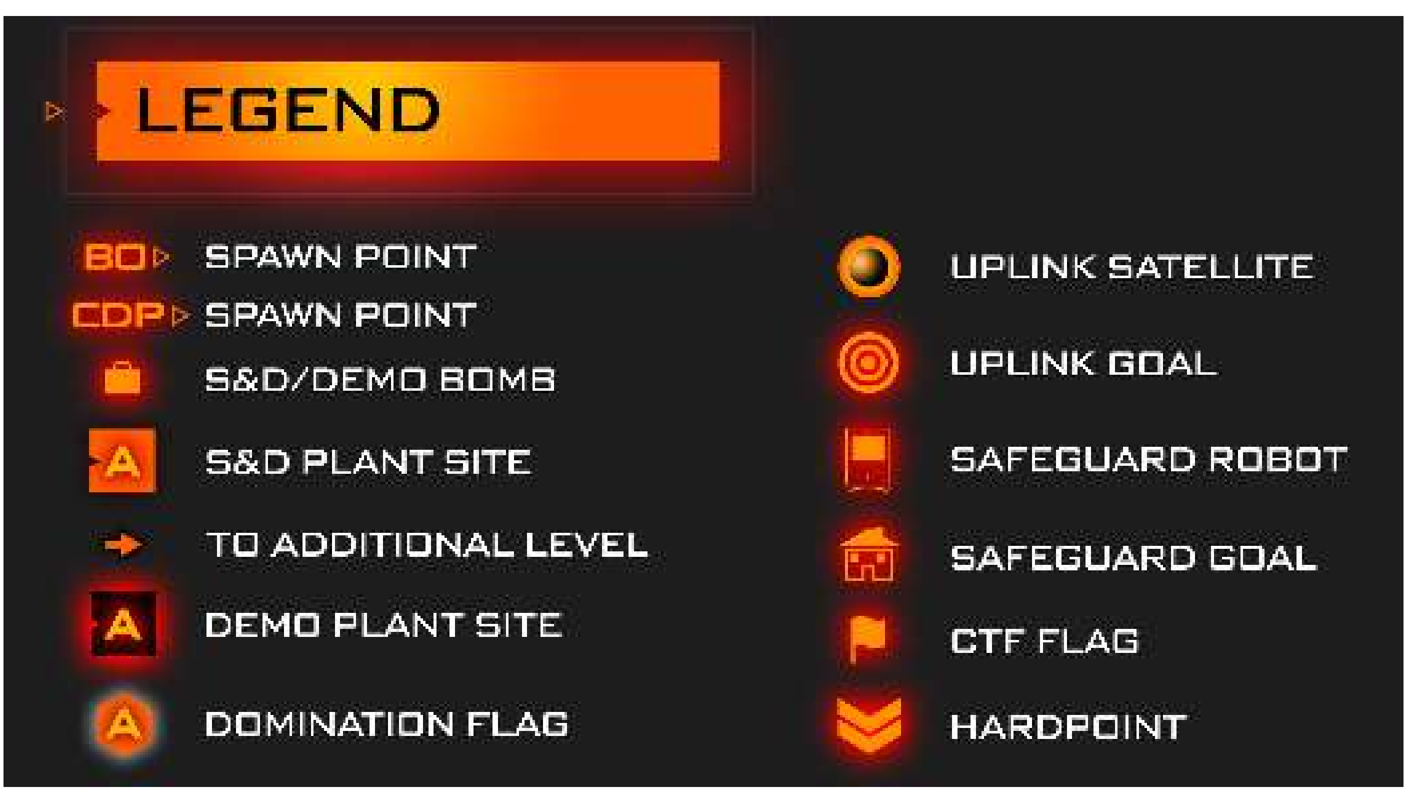
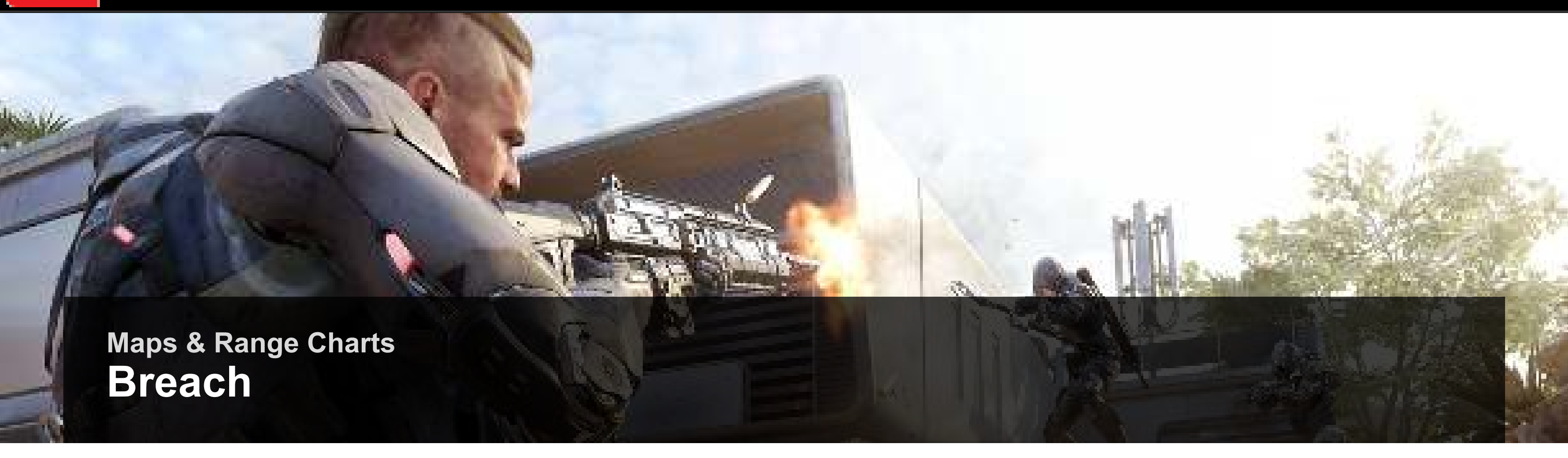


Distance 800






LEGEND
BO SPAWN POINT
CDP SPAWN POINT
S&D/DEMO BOMB
S&D PLANT SITE
TO ADDITIONAL LEVEL
DEMO PLANT SITE
DOMINATION FLAG
UPLINK SATELLITE
UPLINK GOAL
SAFEGUARD ROBOT
SAFEGUARD GOAL
CTF FLAG
HARDPOINT

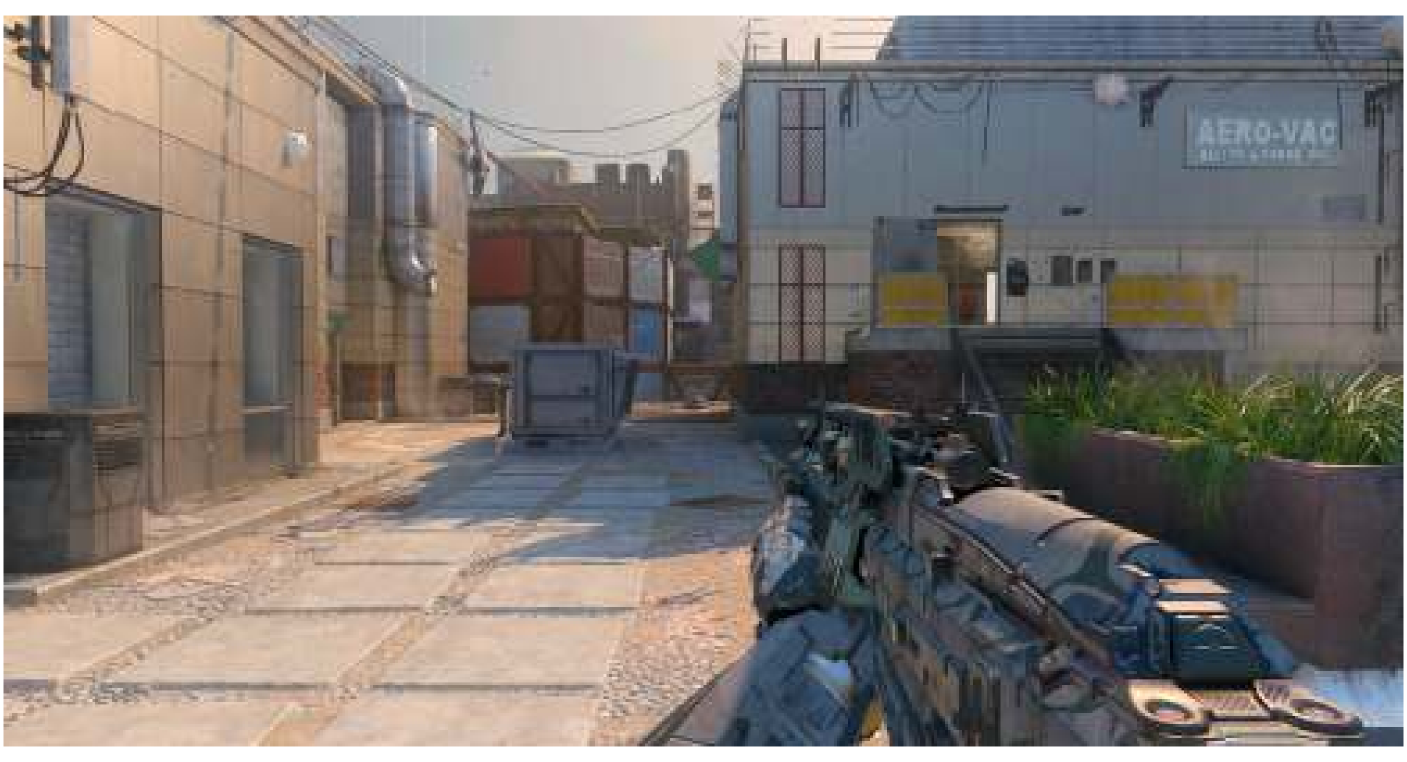


Maps & Range Charts

Breach

Improvised D.E.A.D. battlement atop dense urban rooftops in the middle of war-torn Cairo.

Distance 1500



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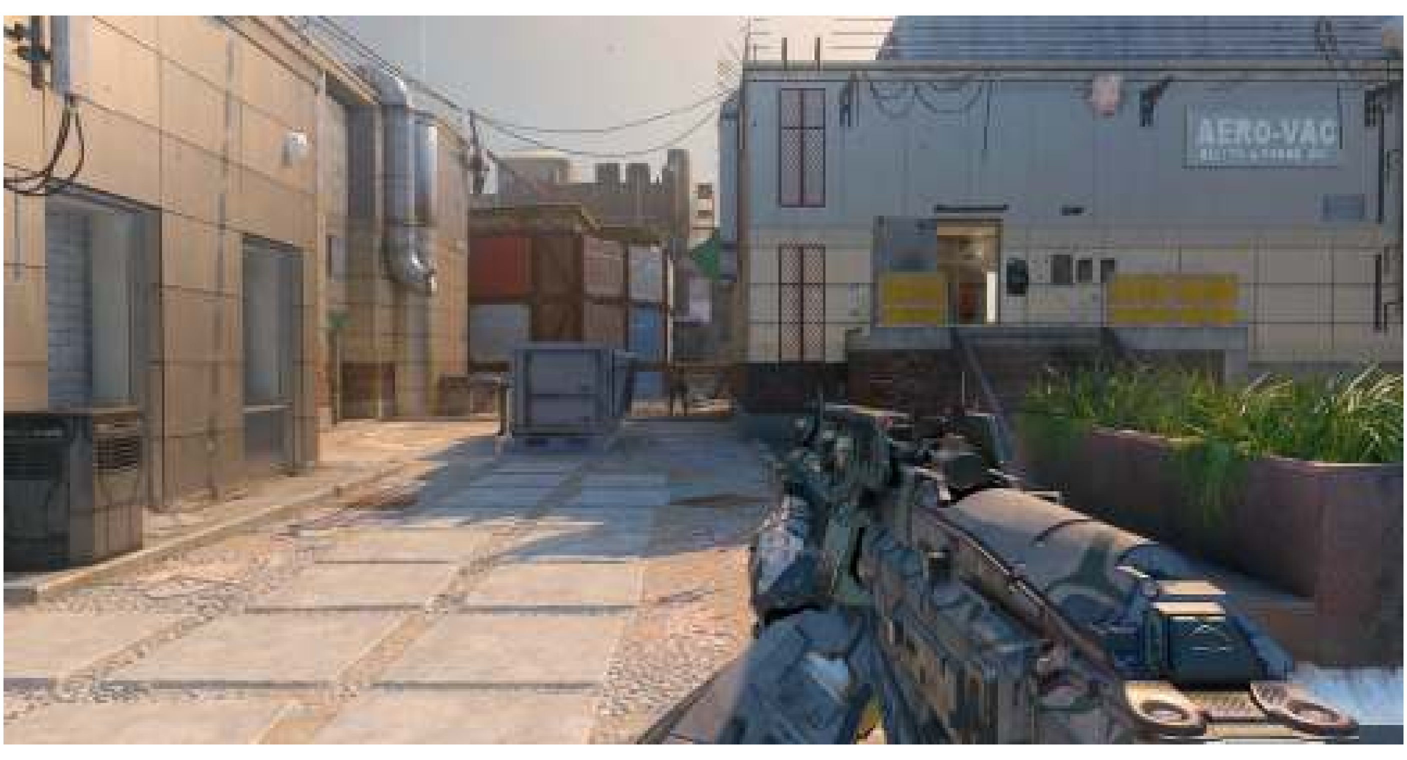

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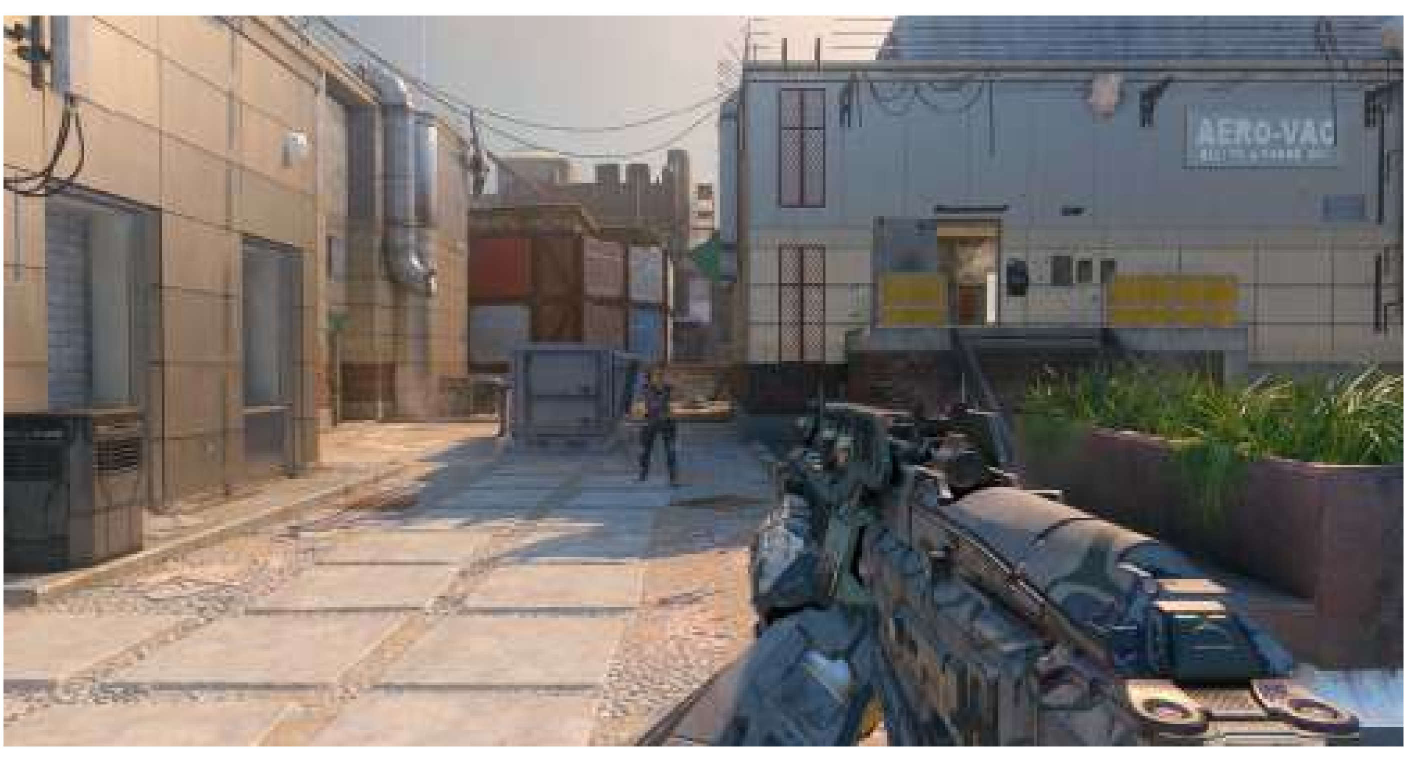

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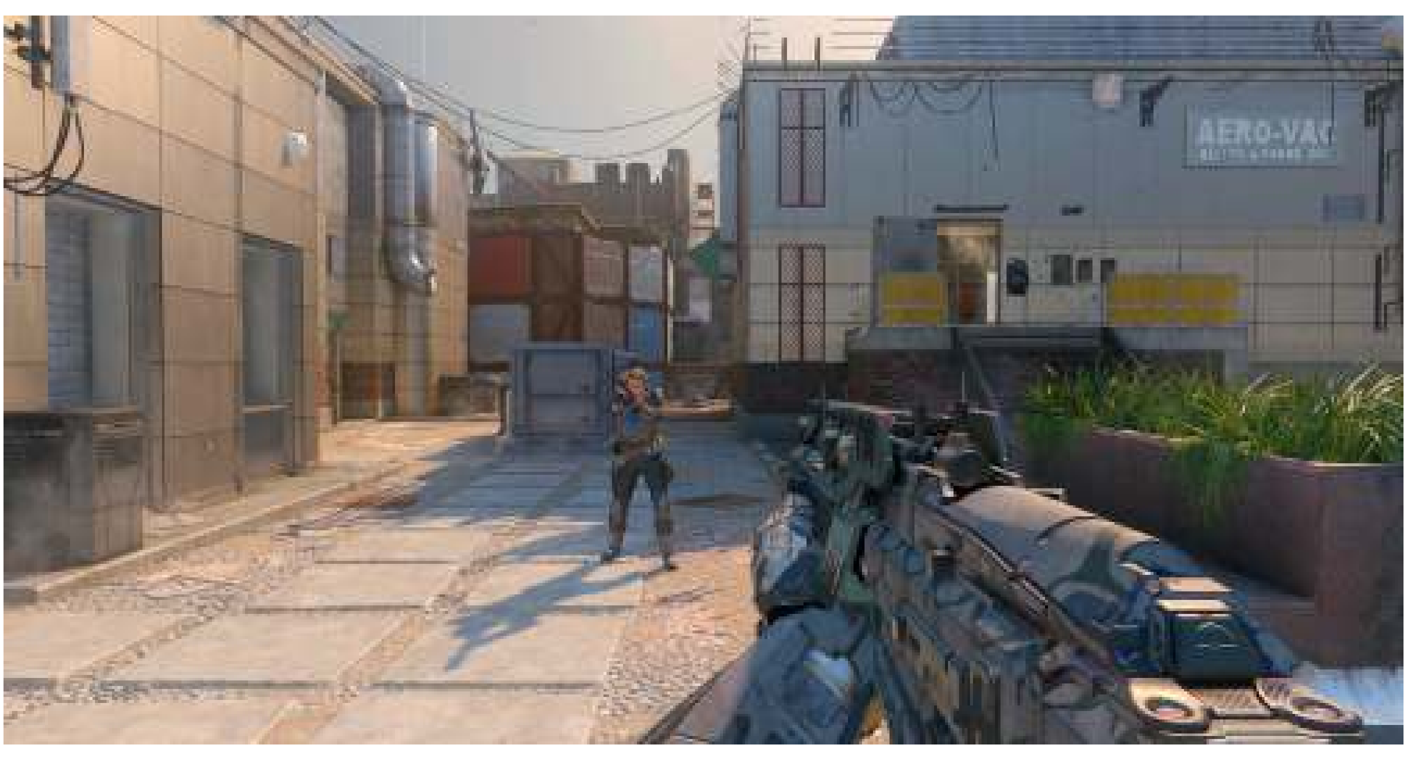

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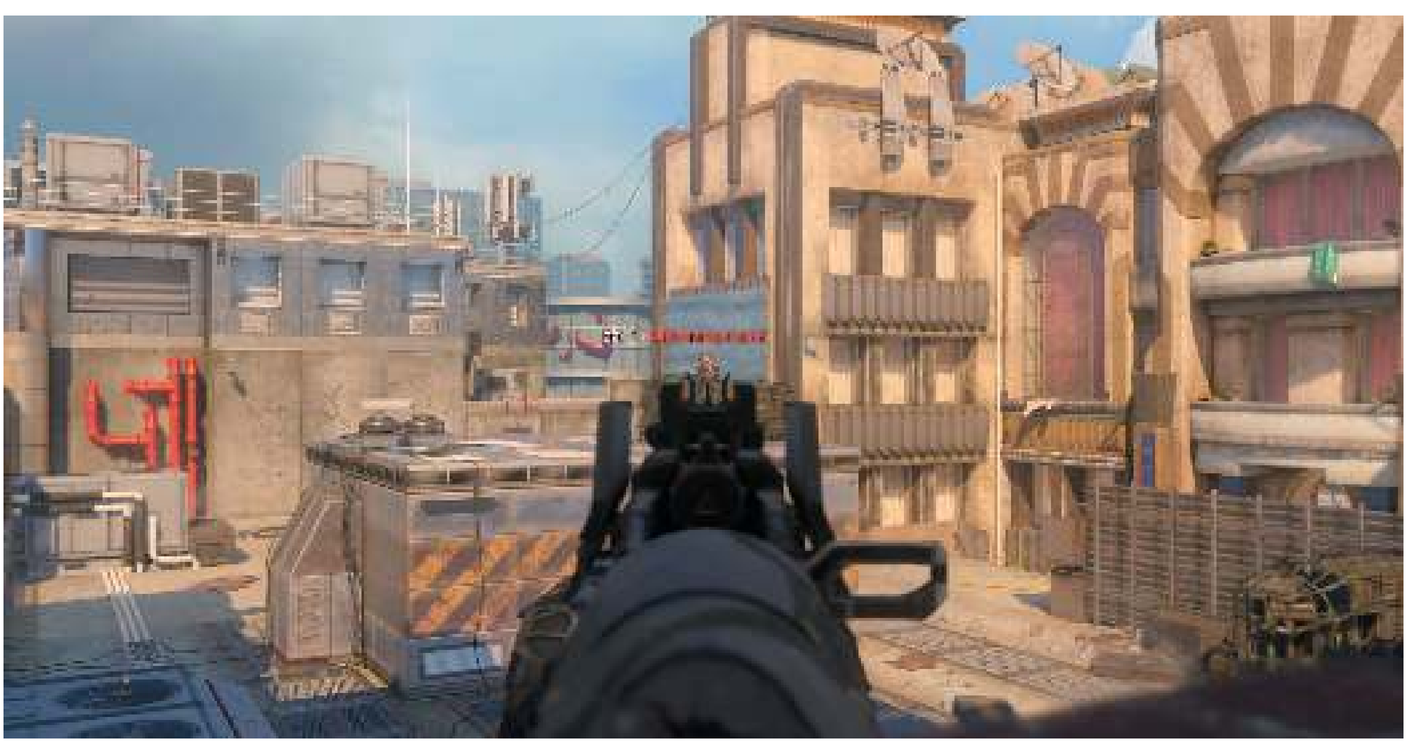

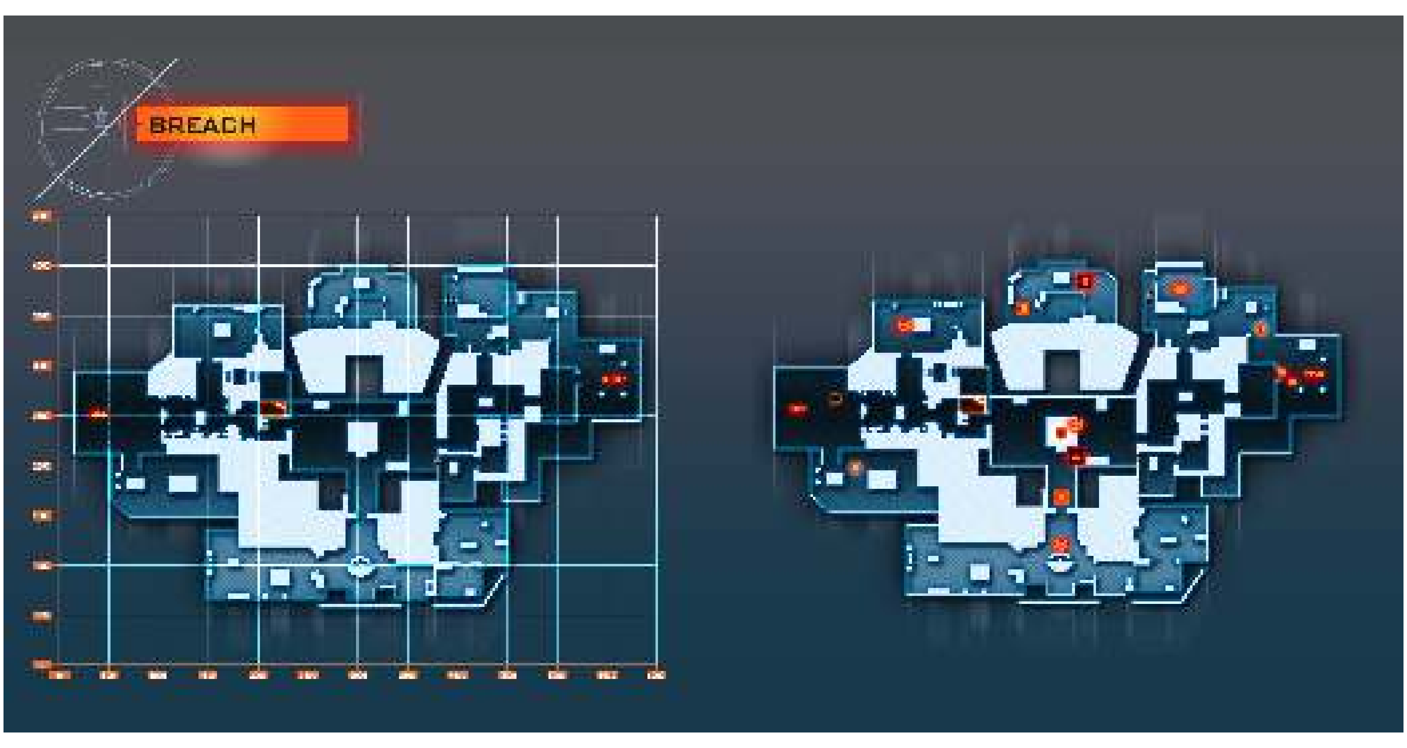

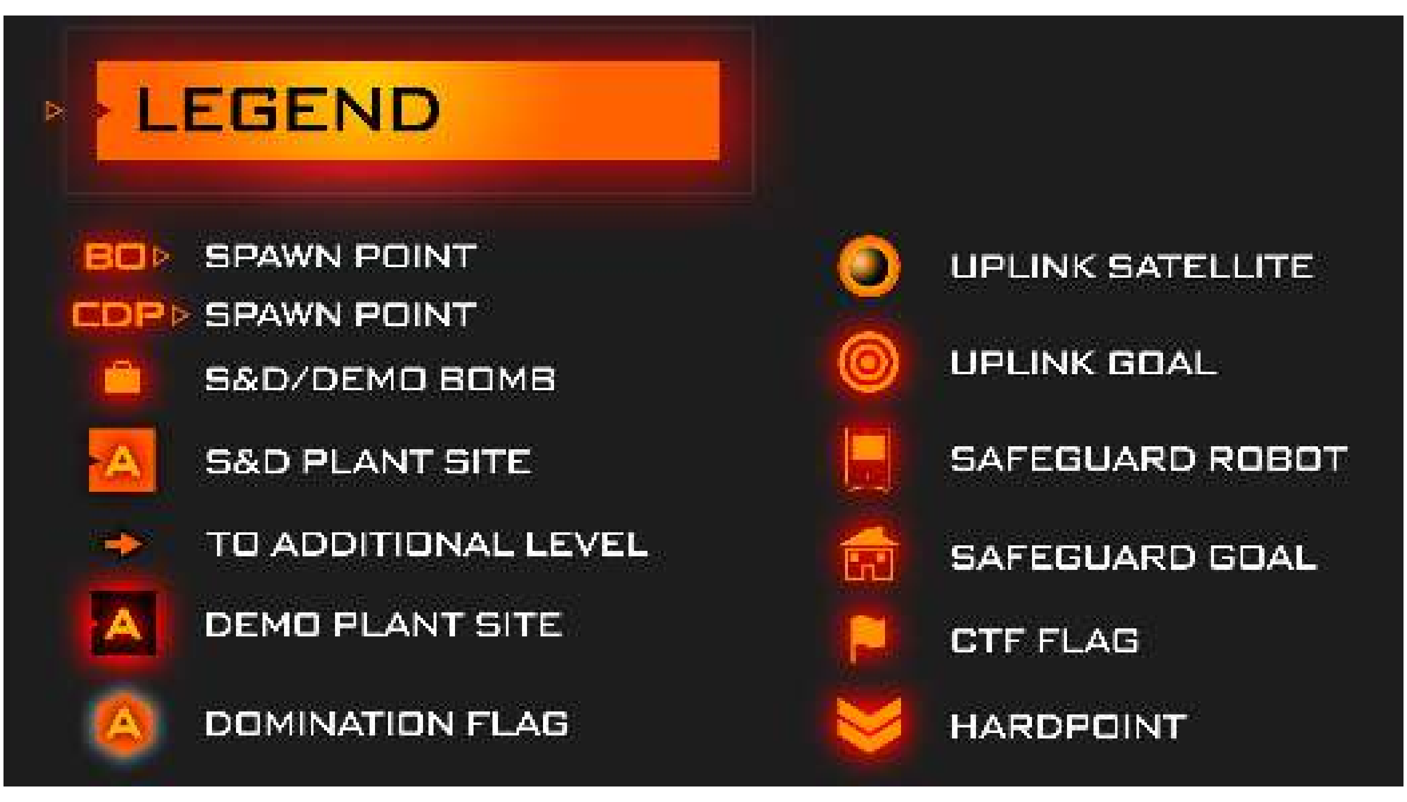
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SAFEGUARD ROBOT
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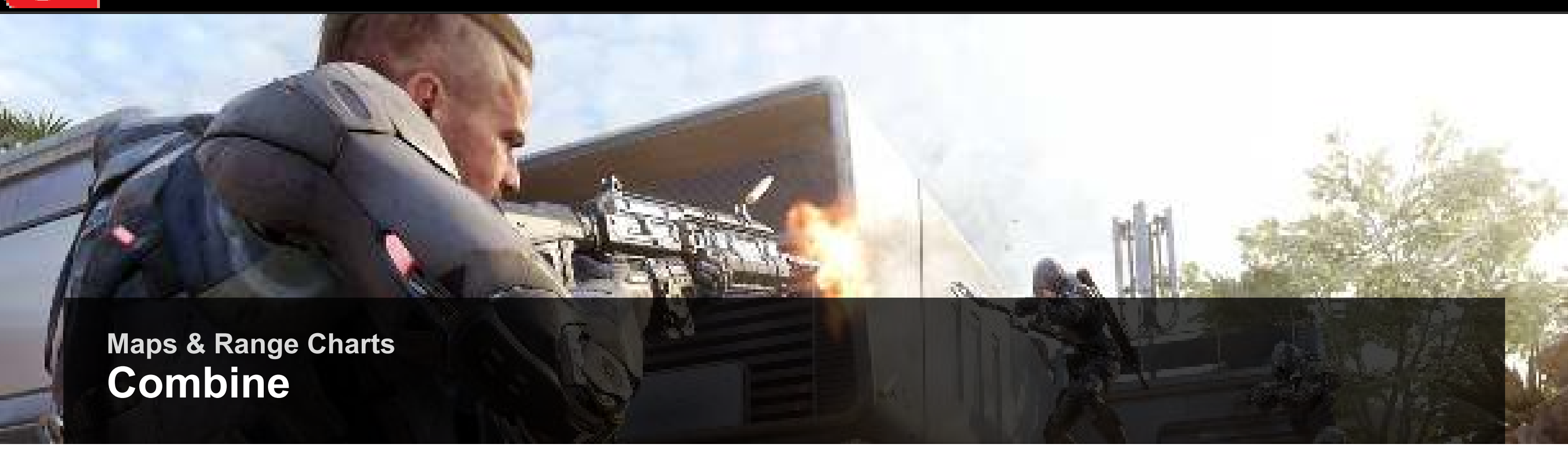
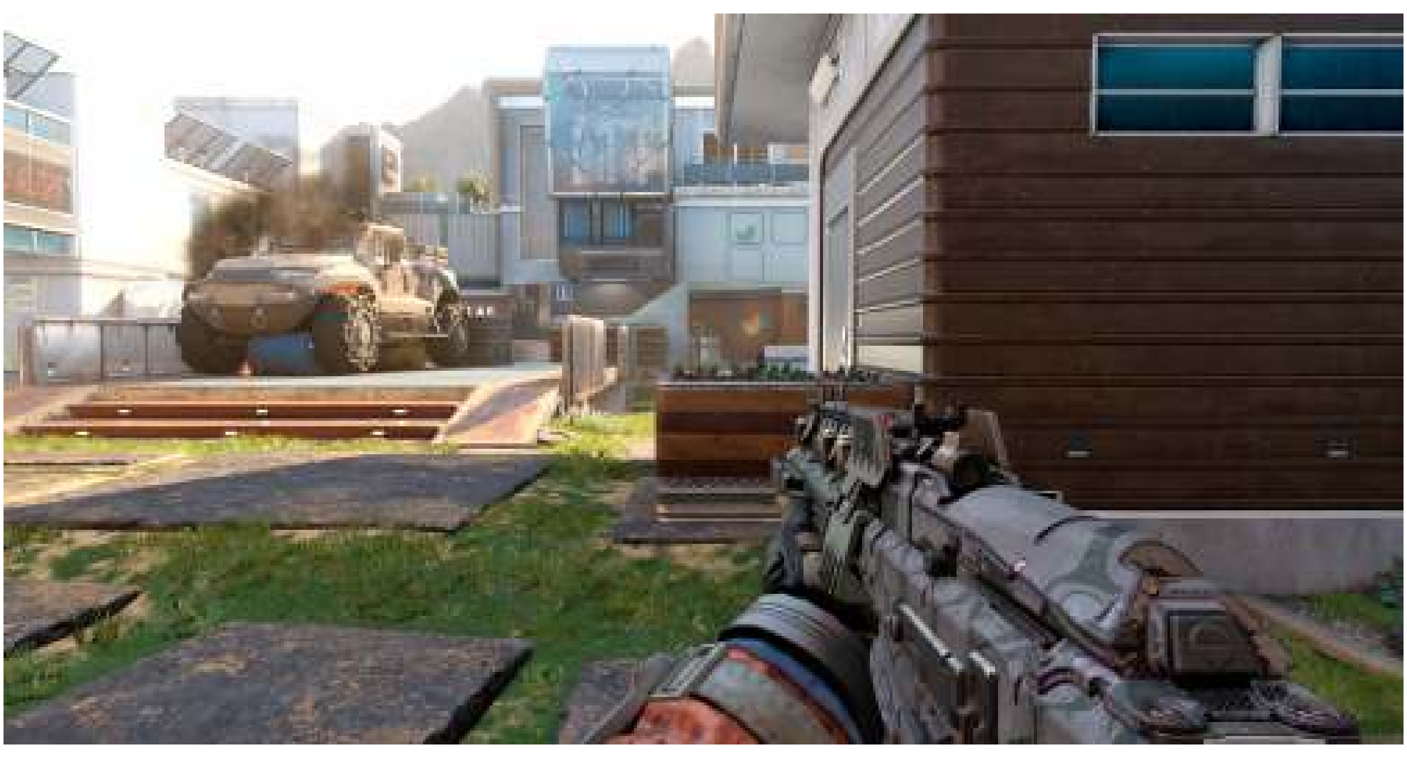
CTF FLAG
HARDPOINT



Combine

Progressive farming and sustainability research facility in the remote Egyptian Sahara.

Distance 1500



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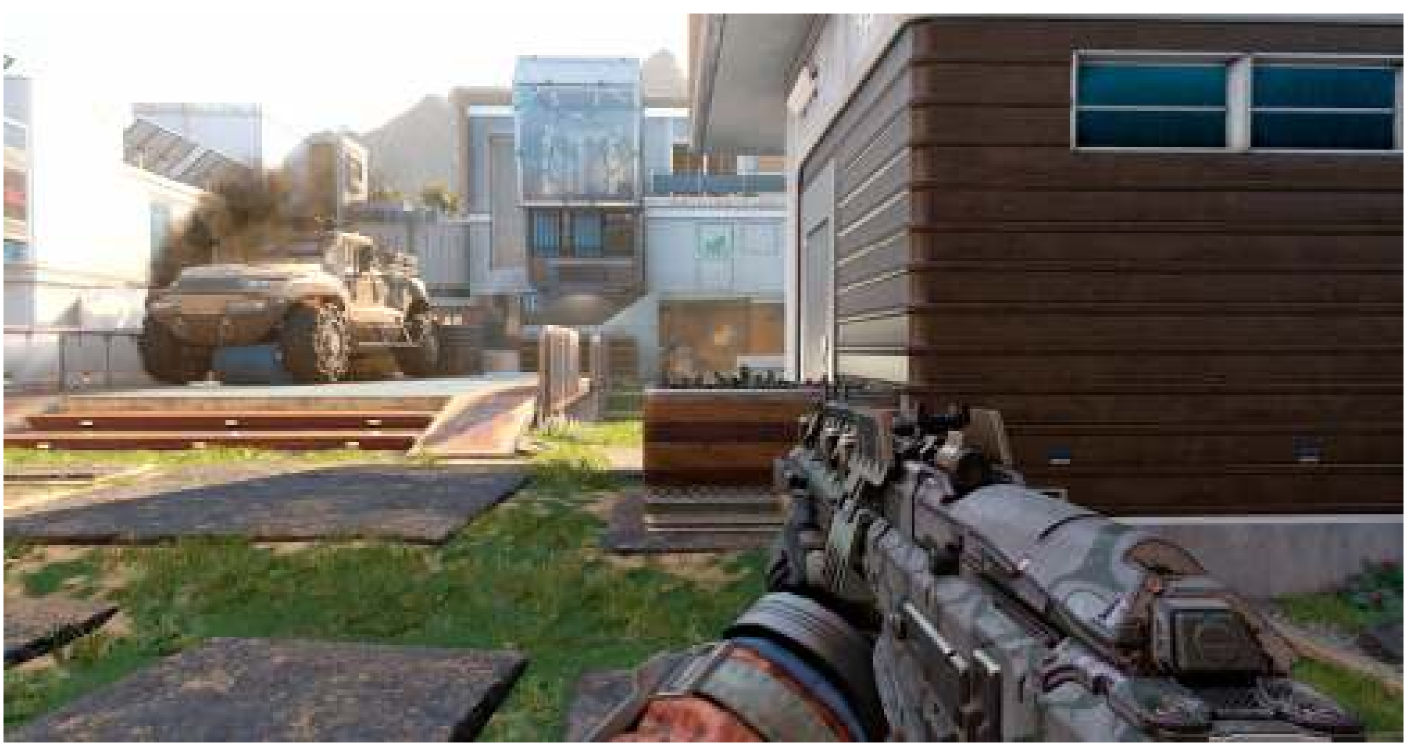

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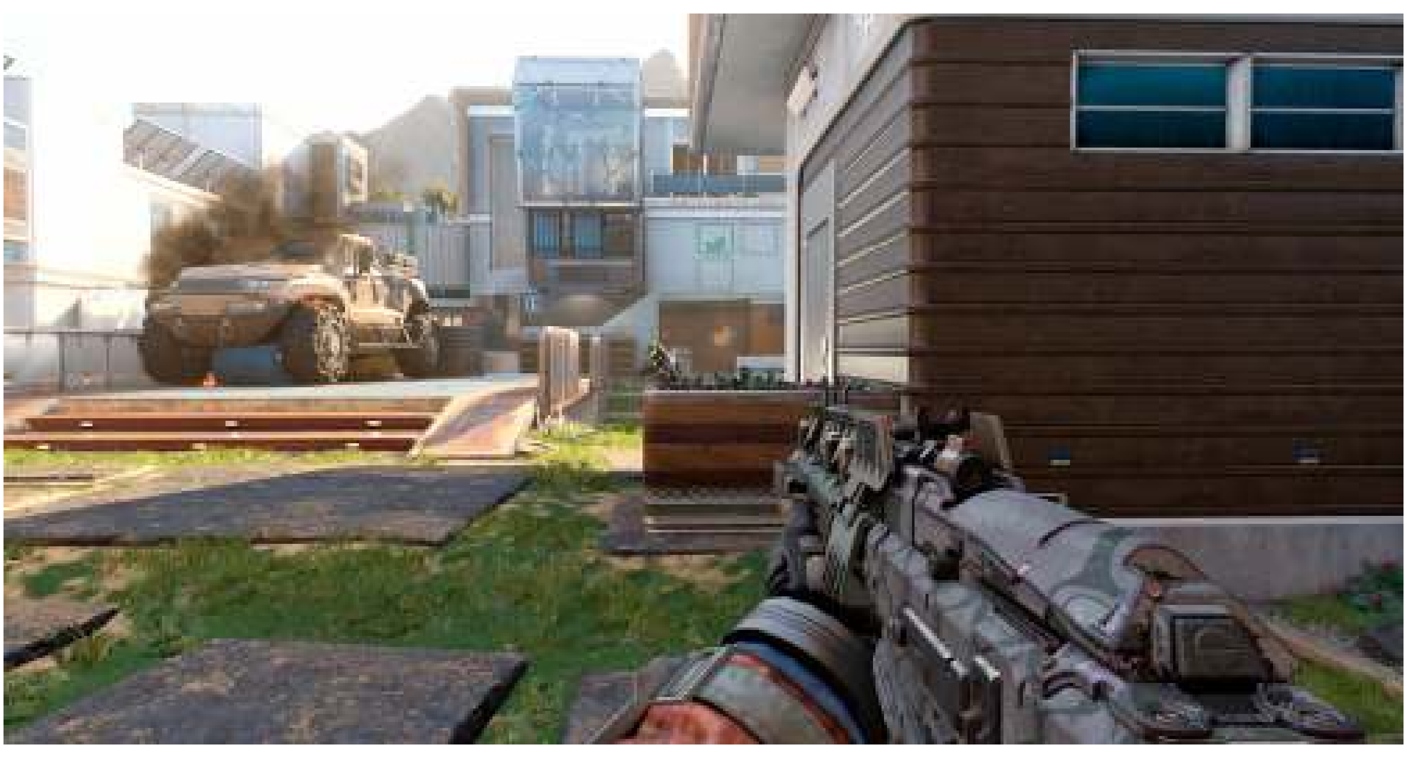
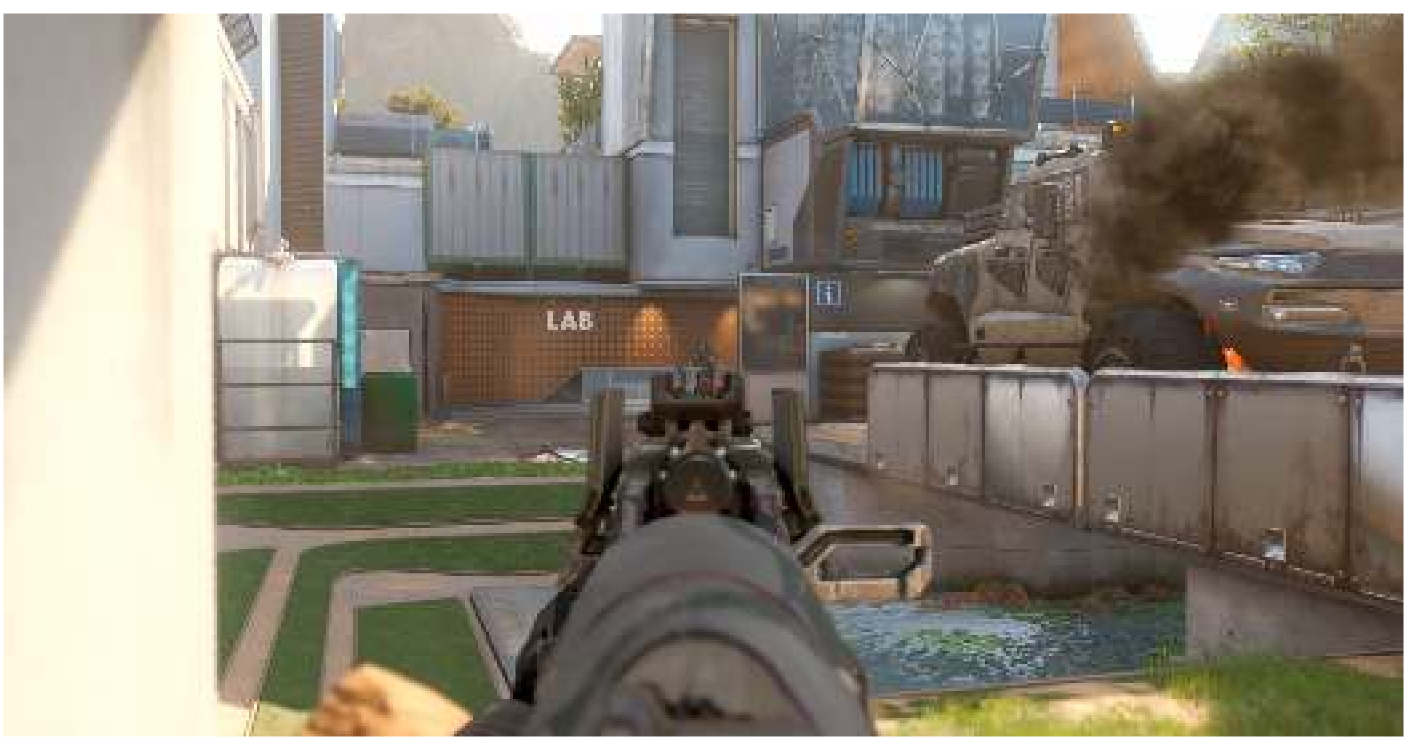
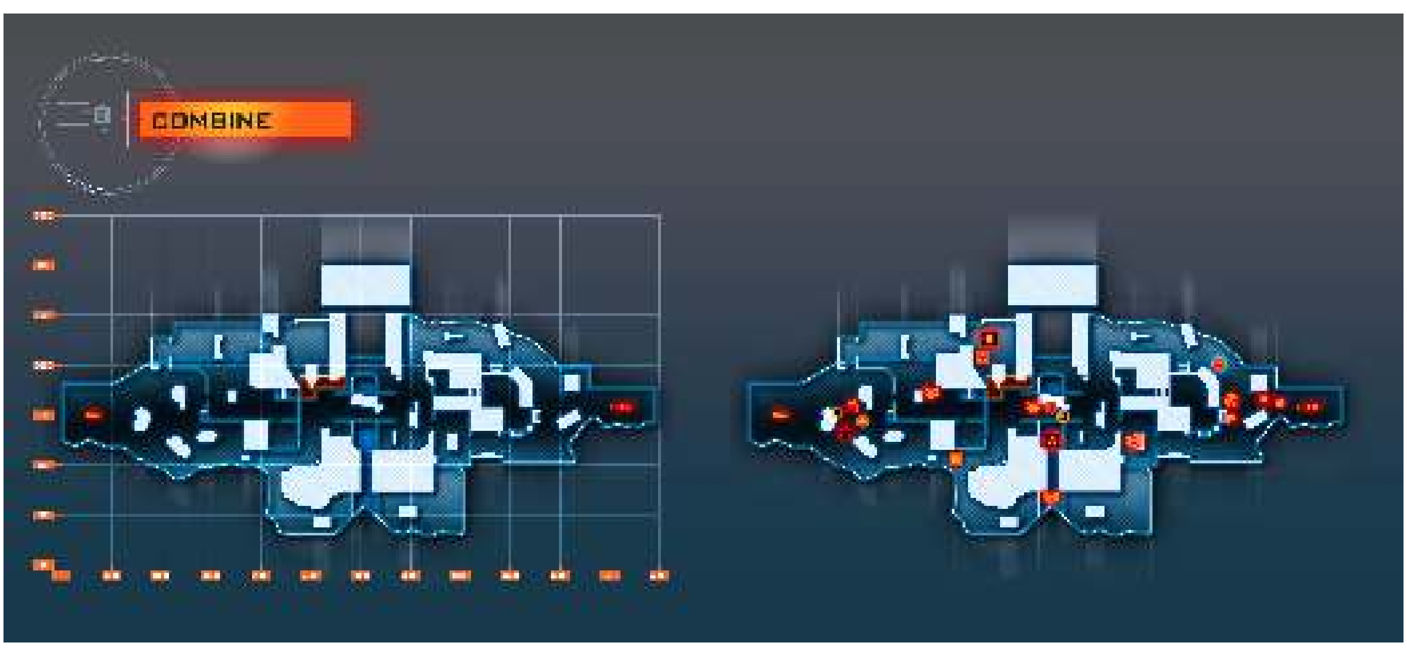
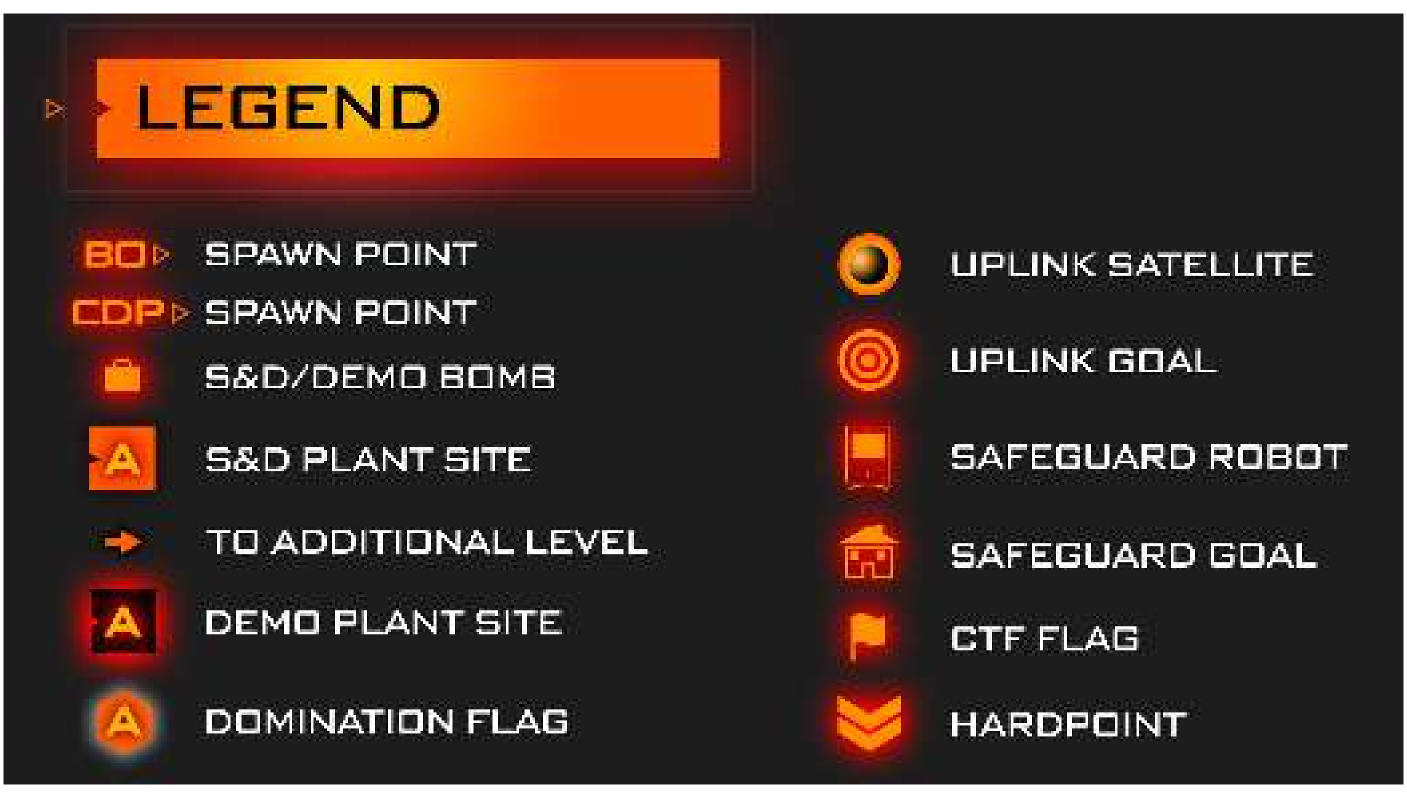


Distance 900







LEGEND

BO▷ SPAWN POINT

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S&D/DEMO BOMB

A S&D PLANT SITE

TO ADDITIONAL LEVEL

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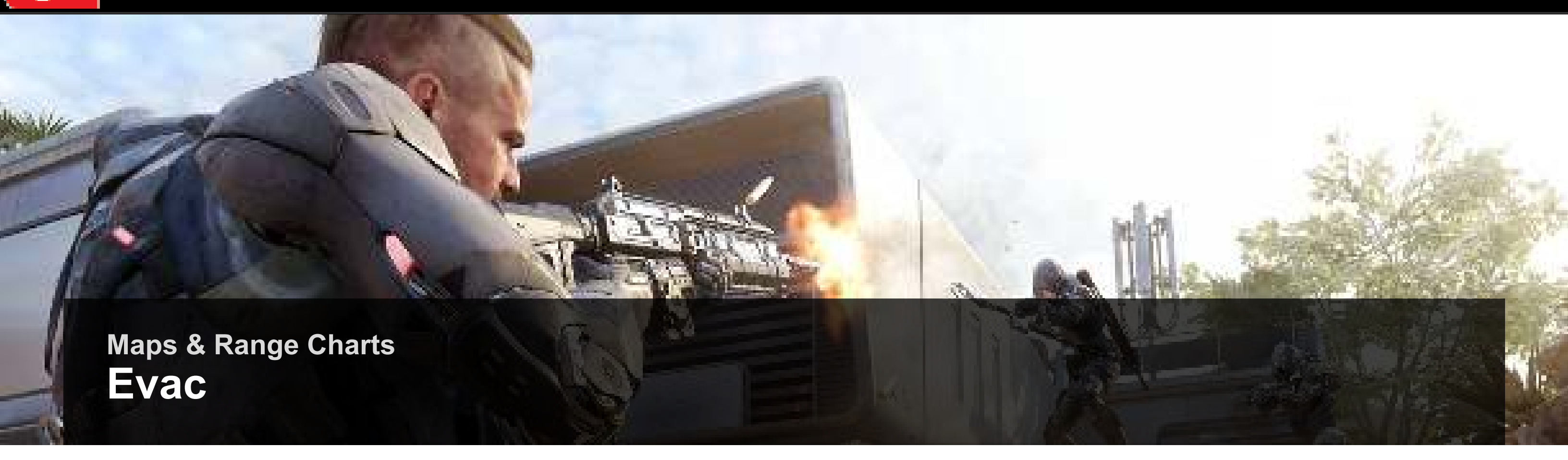
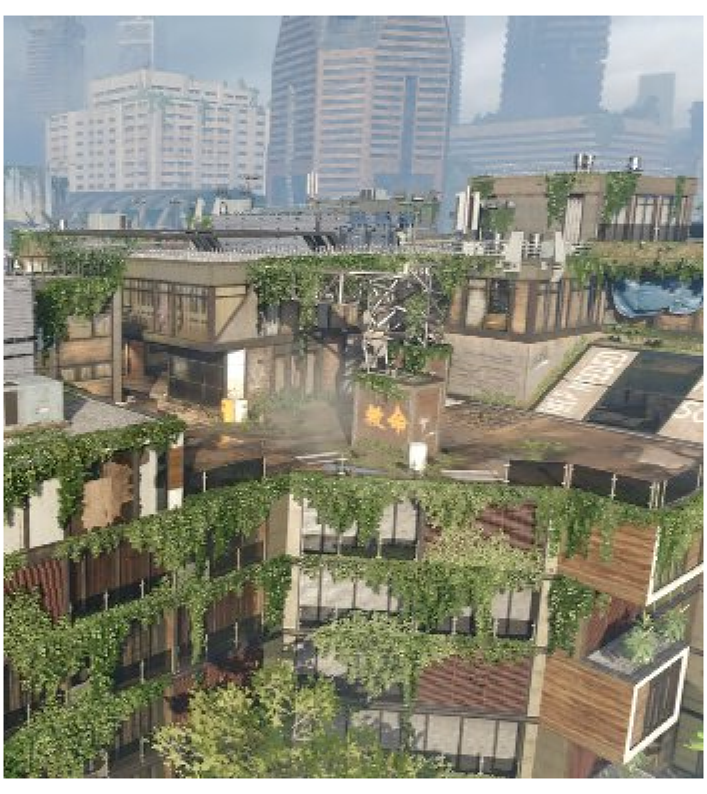
CTF FLAG

HARDPOINT

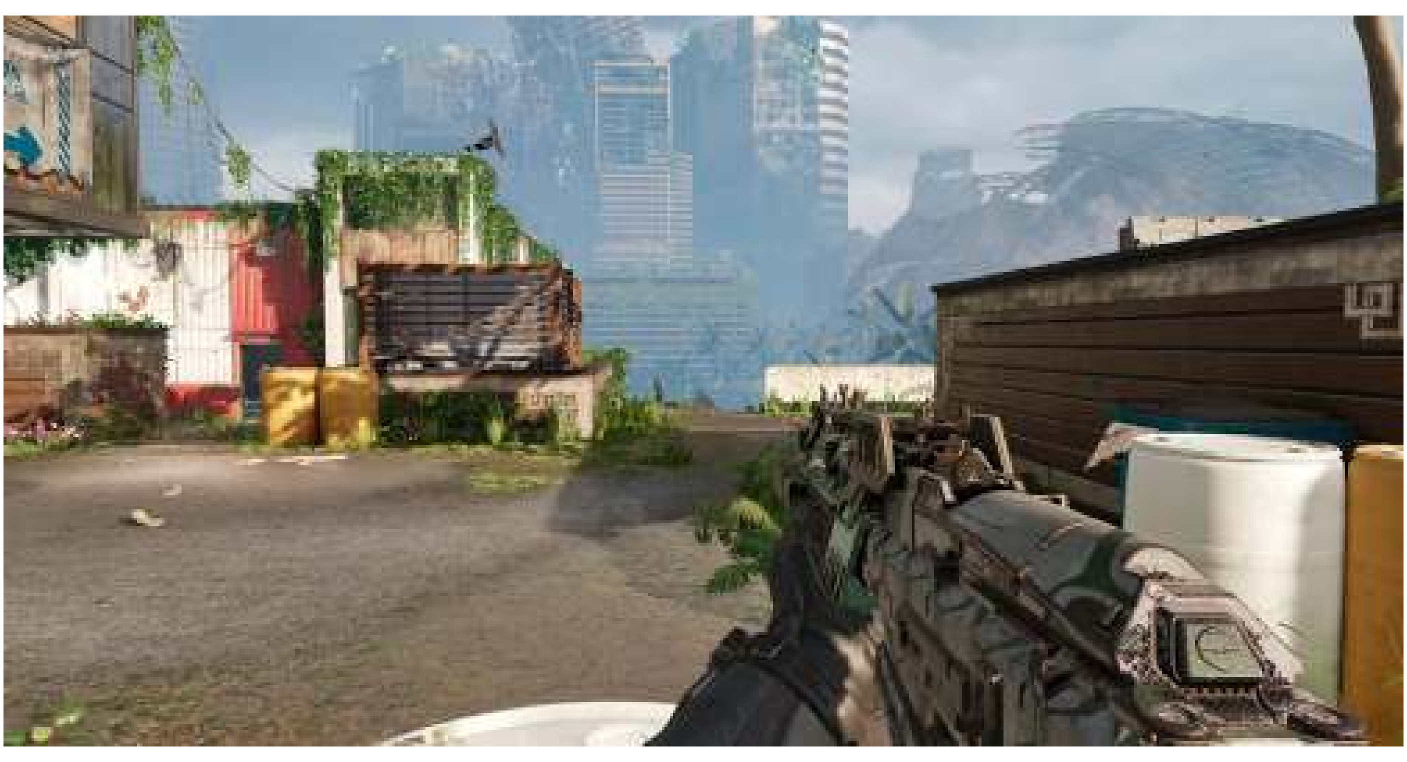


Evac



Abandoned evacuation zone atop an overgrown complex in the flooded Singapore QZ.

Distance 1500



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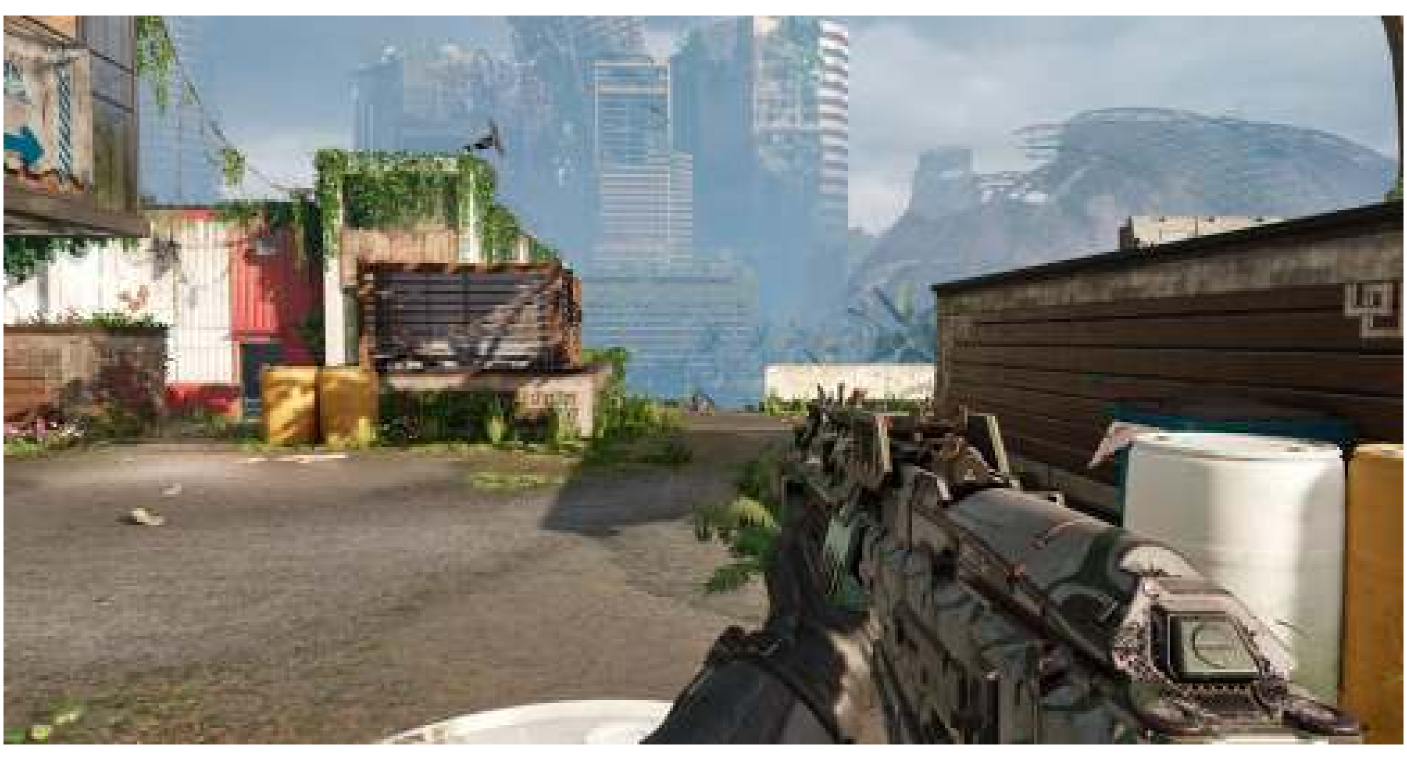

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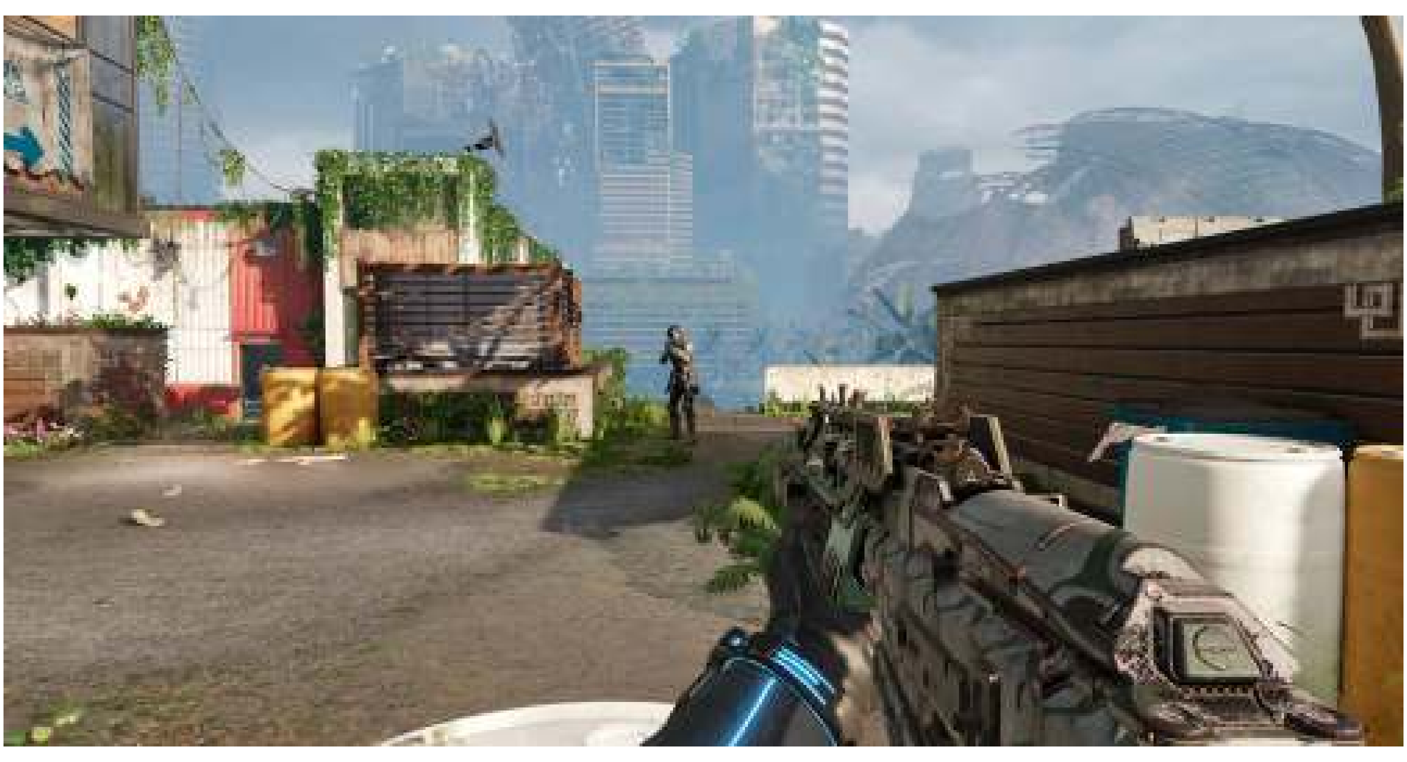

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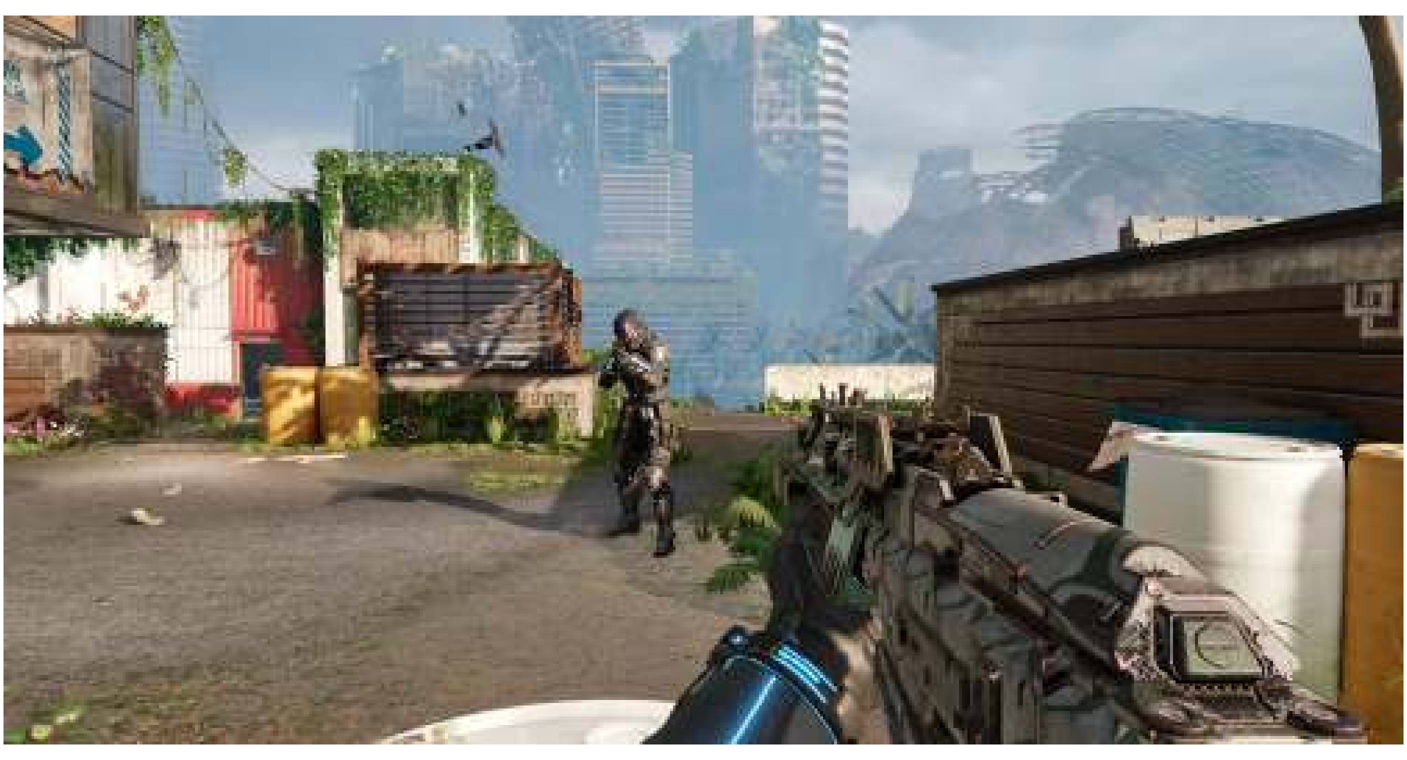

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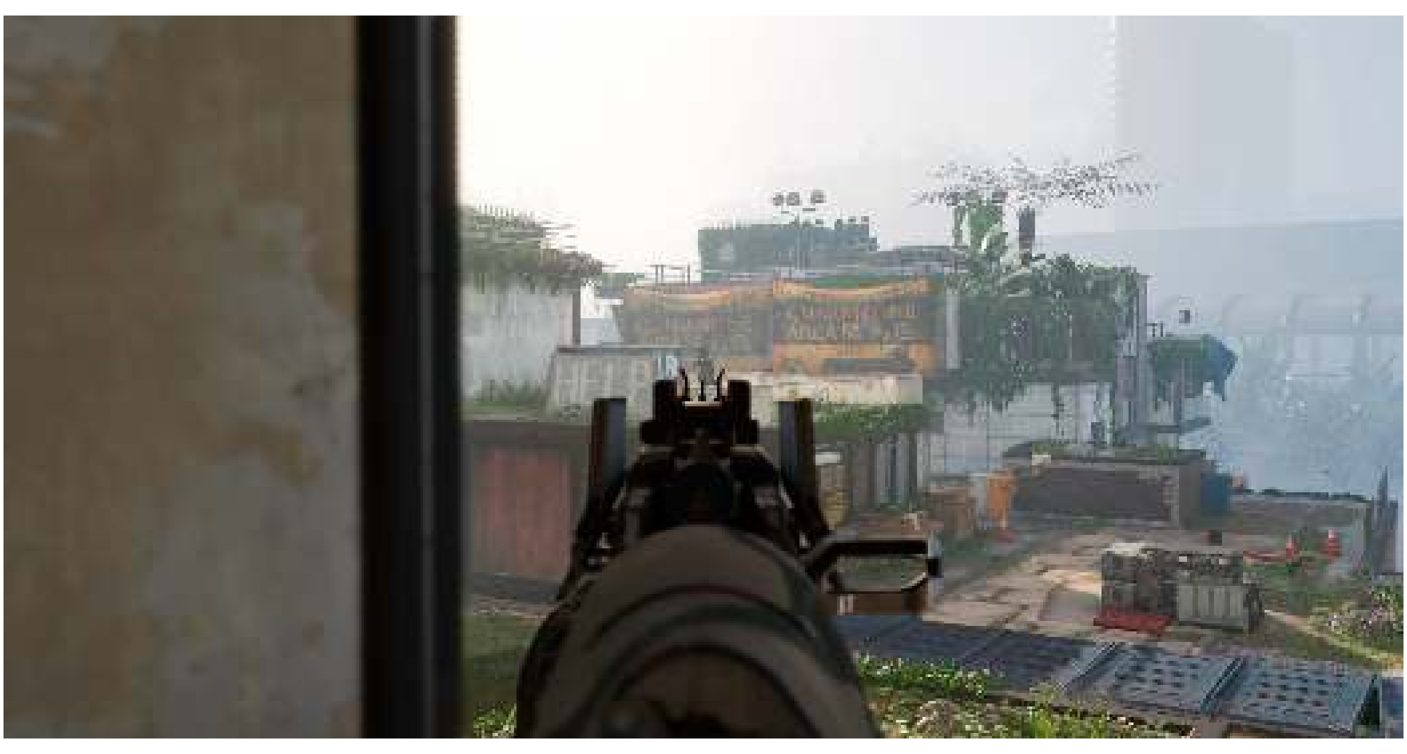
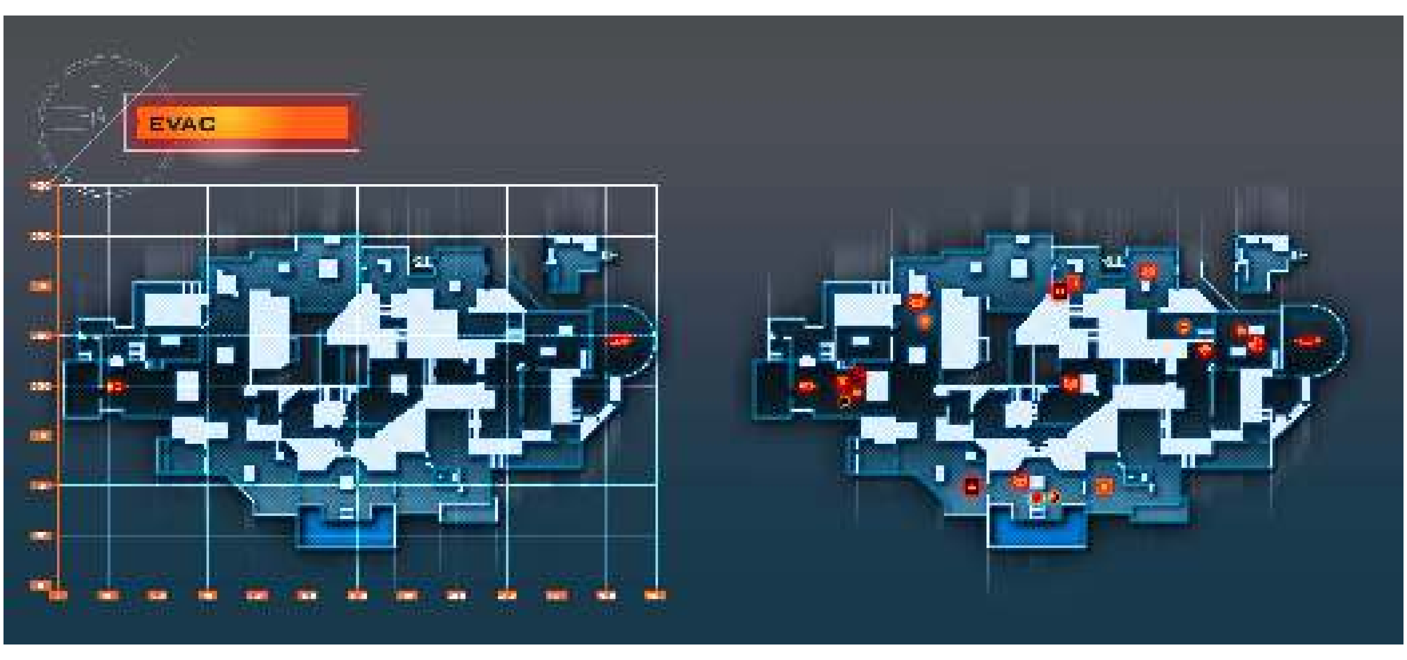
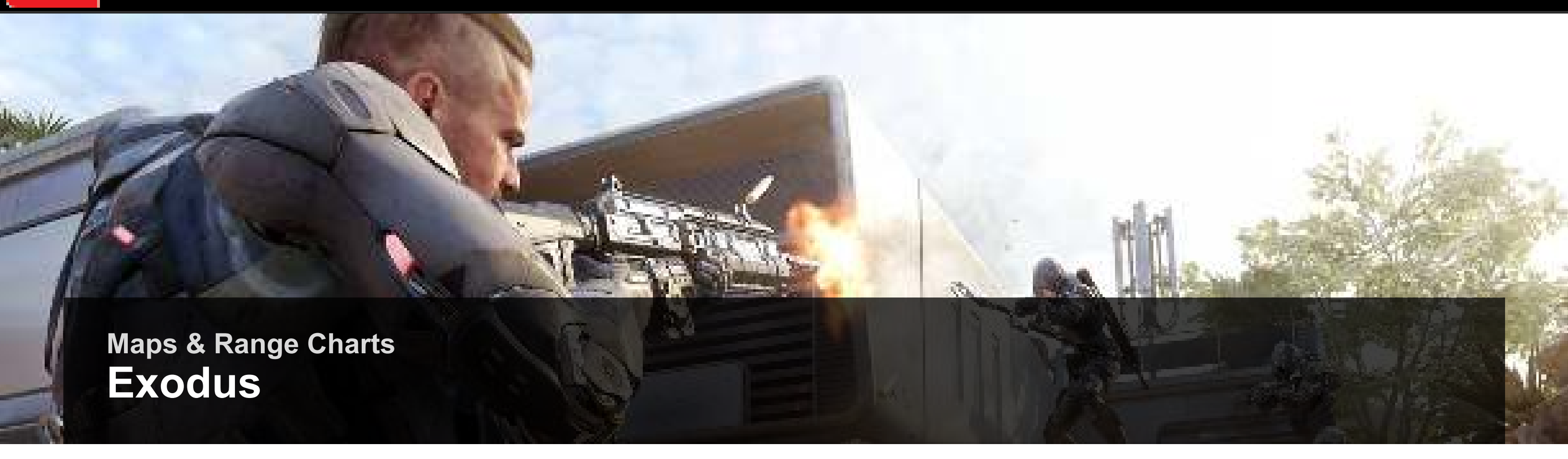




LEGEND

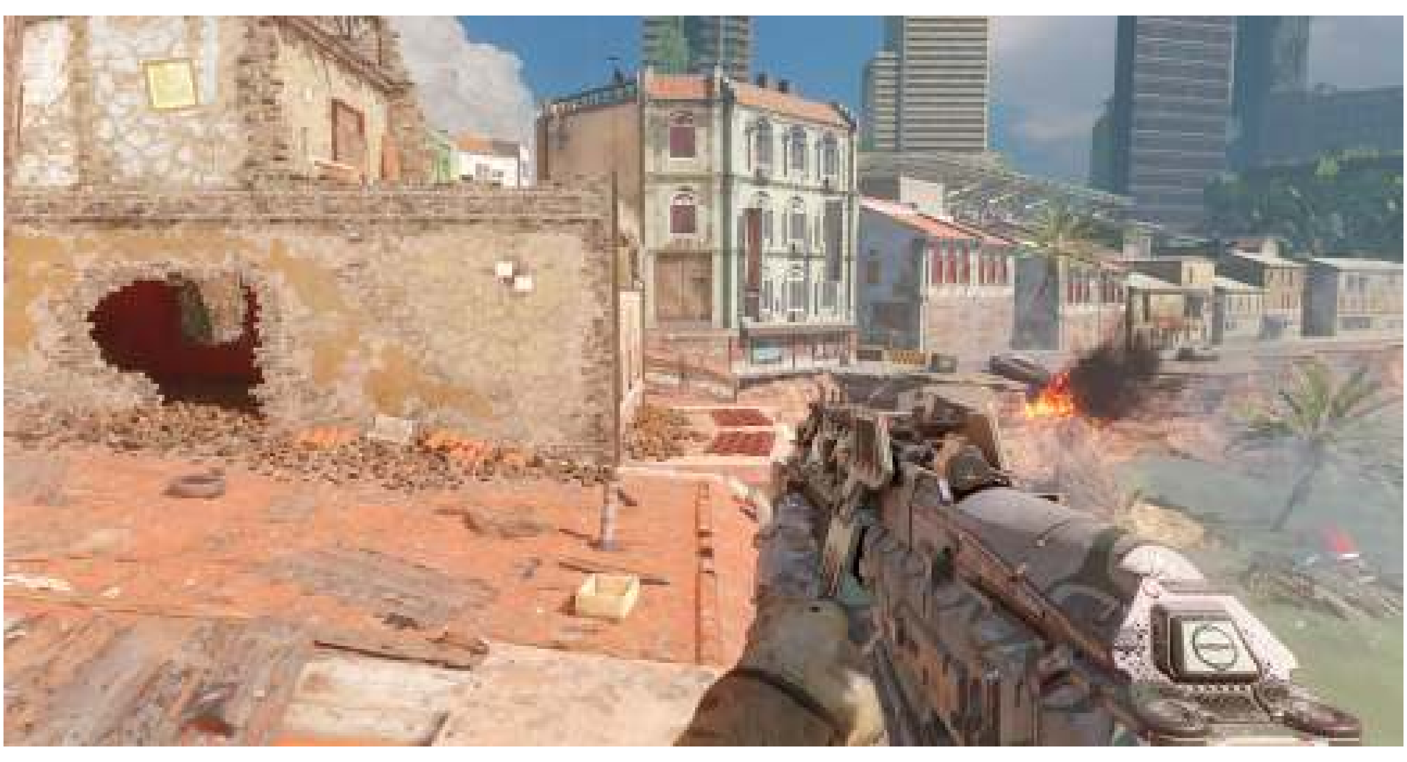
BO▷	SPAWN POINT	●	UPLINK SATELLITE
CDP▷	SPAWN POINT	◎	UPLINK GOAL
▪	S&D/DEMO BOMB	▯	SAFEGUARD ROBOT
A	S&D PLANT SITE	⌂	SAFEGUARD GOAL
→	TO ADDITIONAL LEVEL	⚑	CTF FLAG
A	DEMO PLANT SITE	︾	HARDPOINT
A	DOMINATION FLAG		



Exodus

Singapore Quarantine Zone security checkpoint in a seaside Chinatown neighborhood.

Distance 1500



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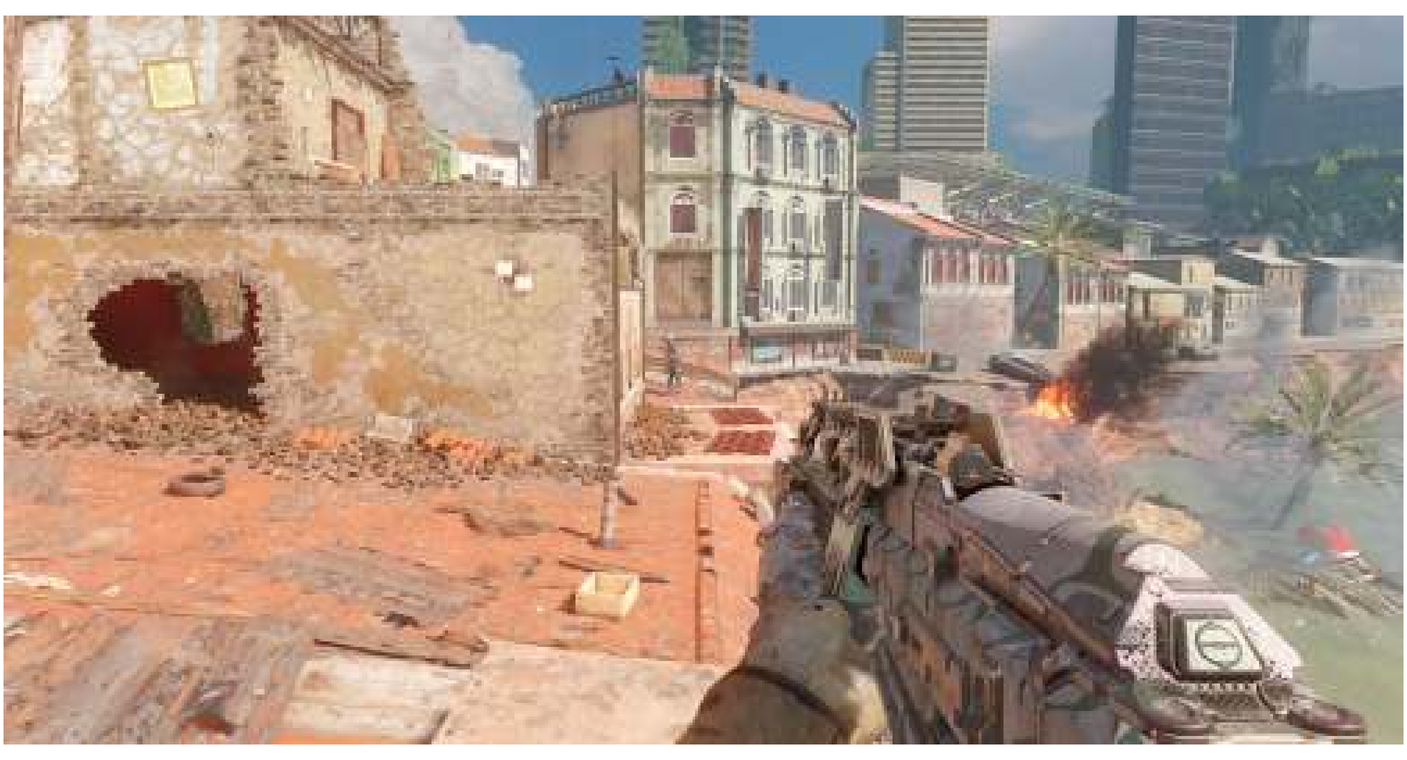

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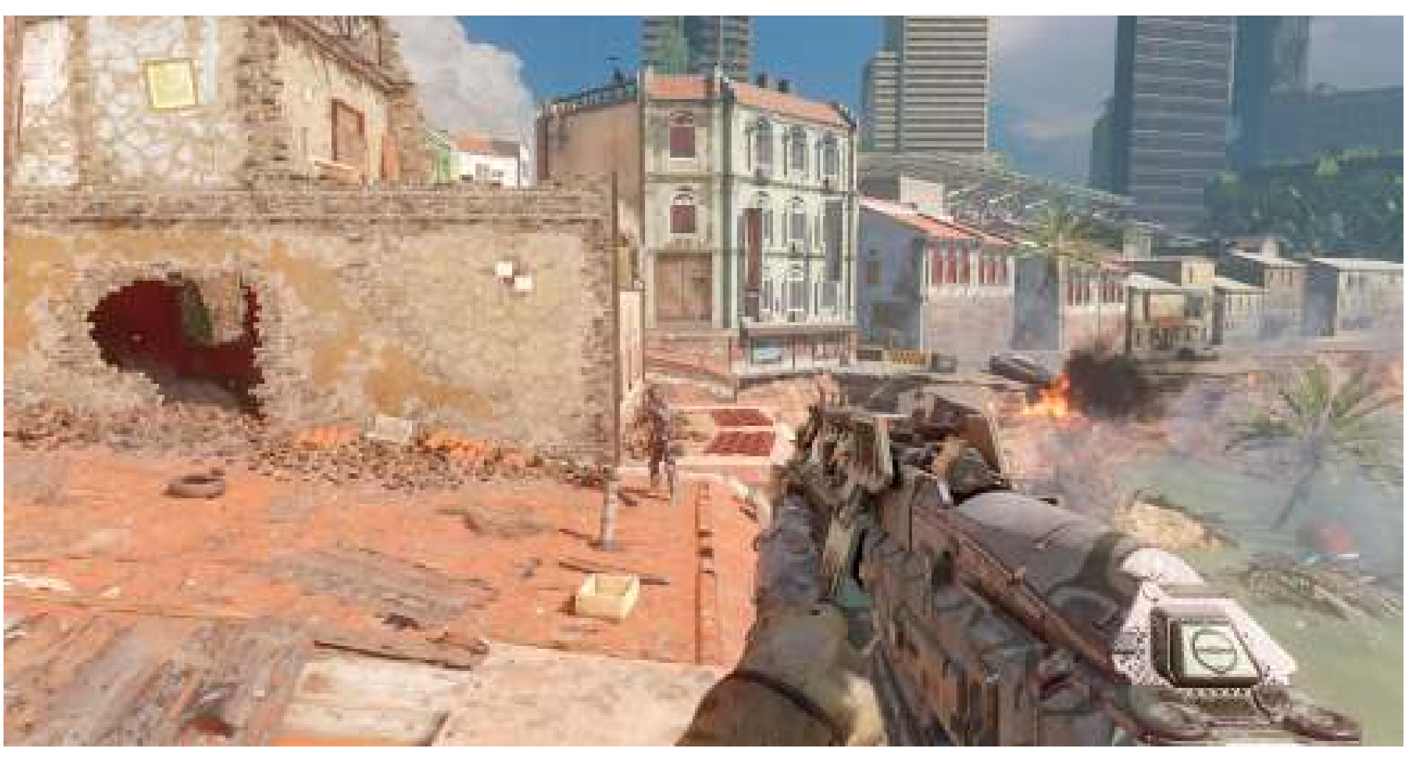

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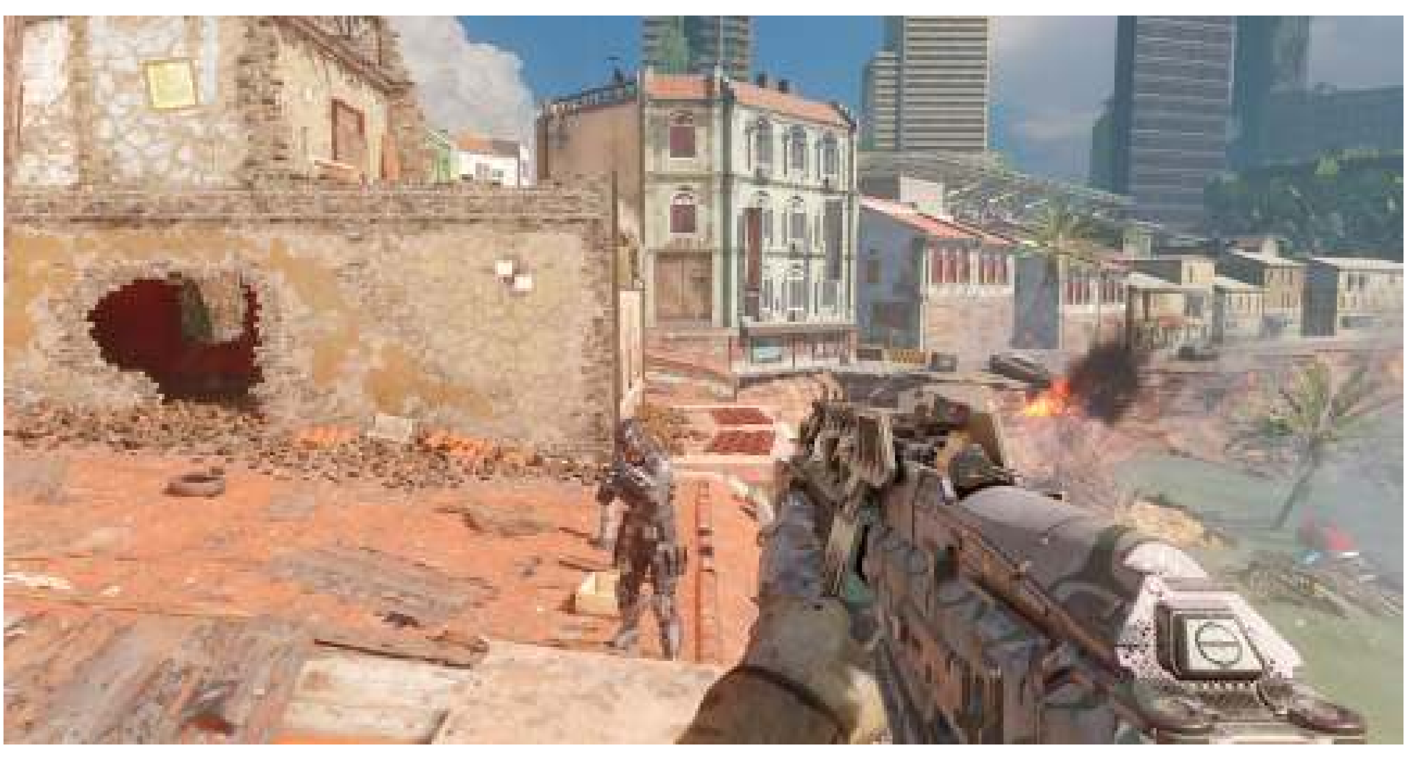

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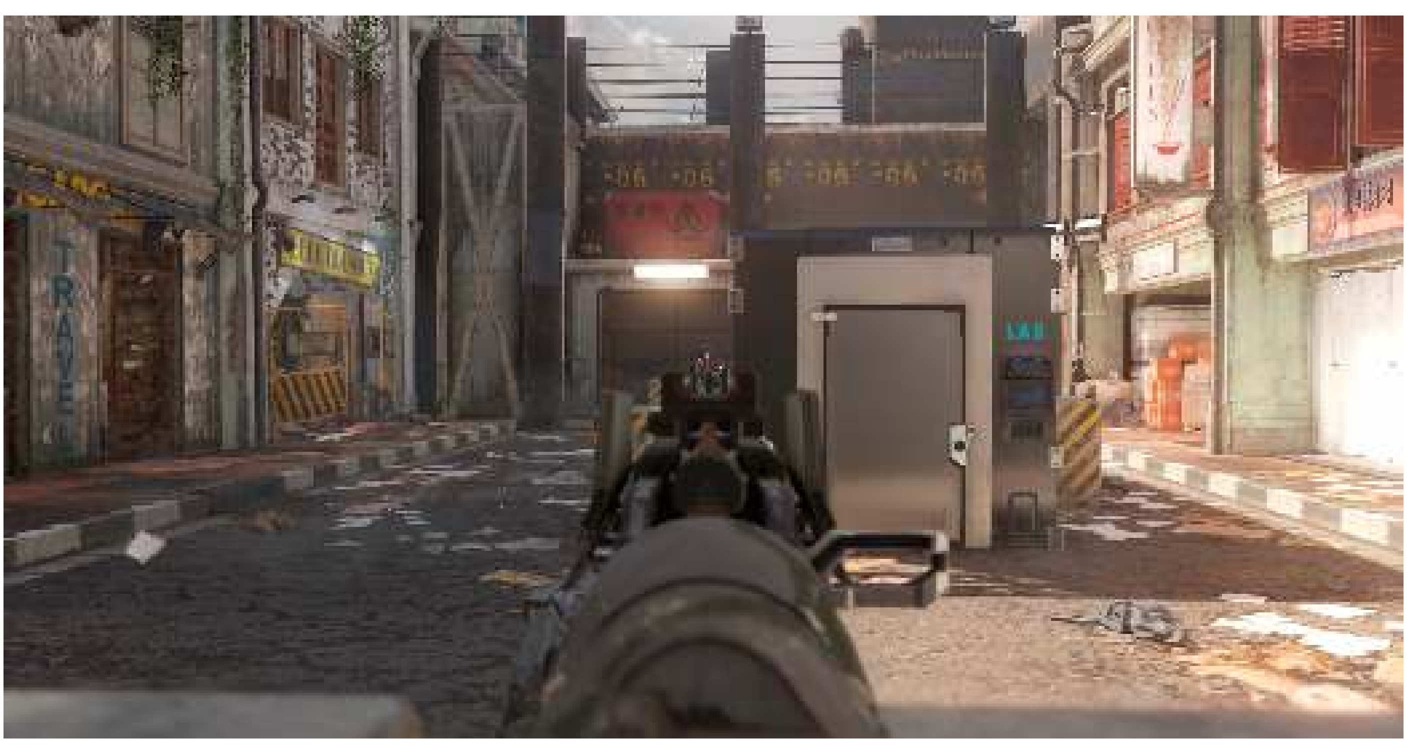
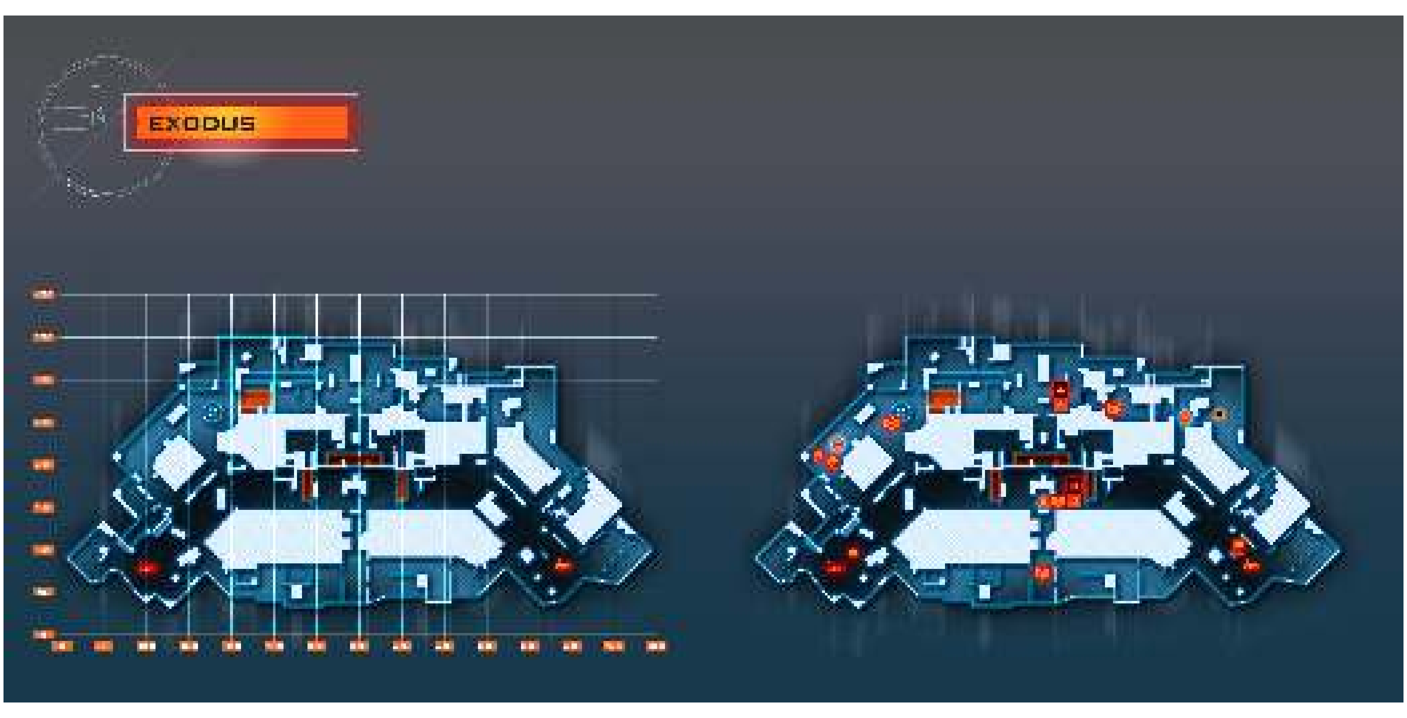
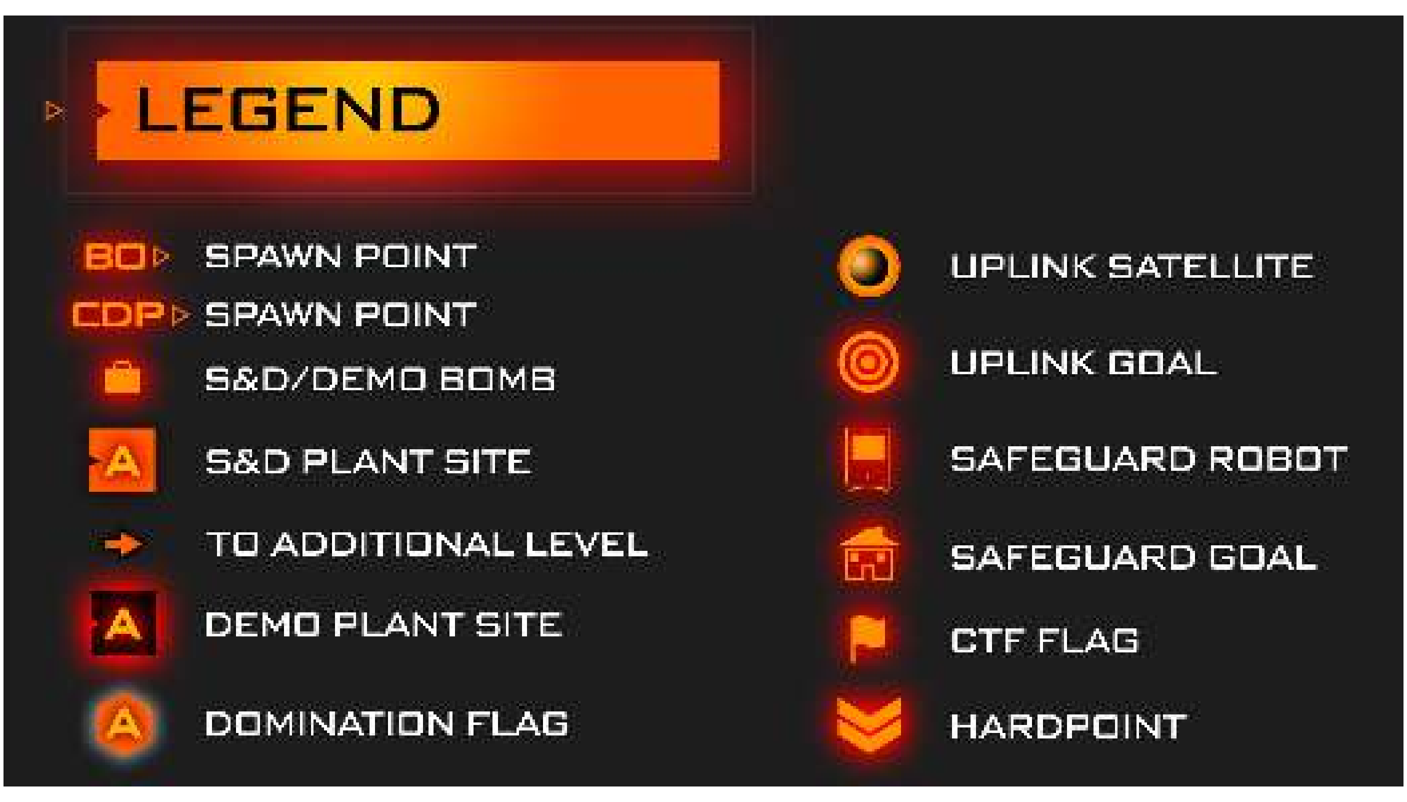
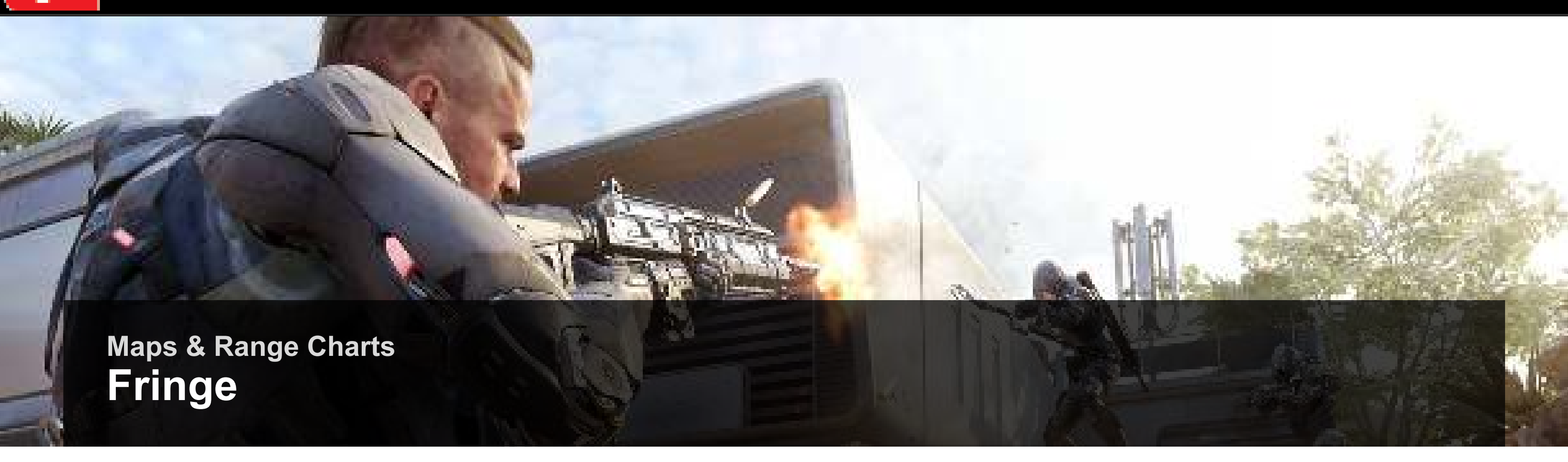




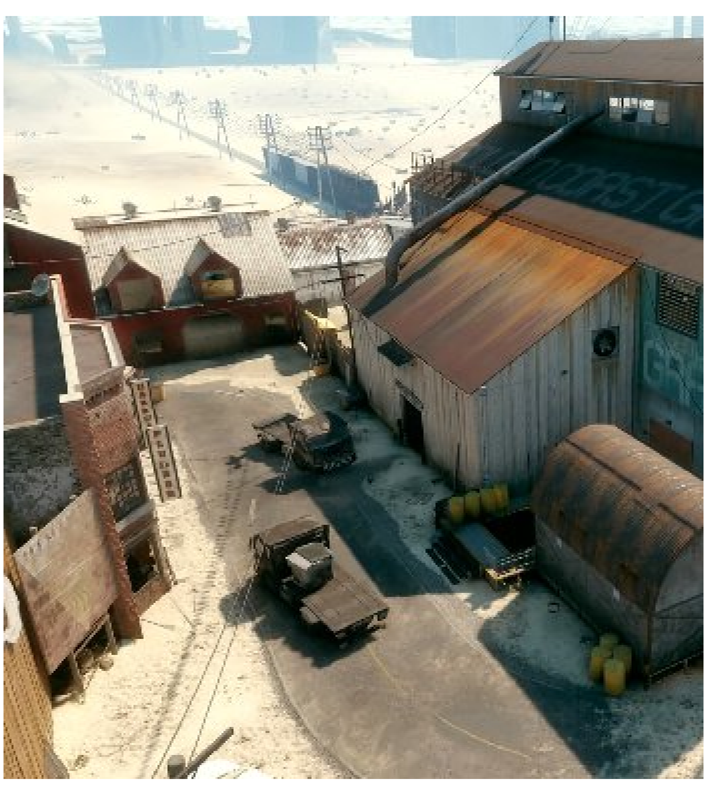


LEGEND

BO ▷ SPAWN POINT
CDP ▷ SPAWN POINT
S&D/DEMO BOMB
A S&D PLANT SITE
→ TO ADDITIONAL LEVEL
A DEMO PLANT SITE
A DOMINATION FLAG
UPLINK SATELLITE
◎ UPLINK GOAL
SAFEGUARD ROBOT
SAFEGUARD GOAL
CTF FLAG
HARDPOINT

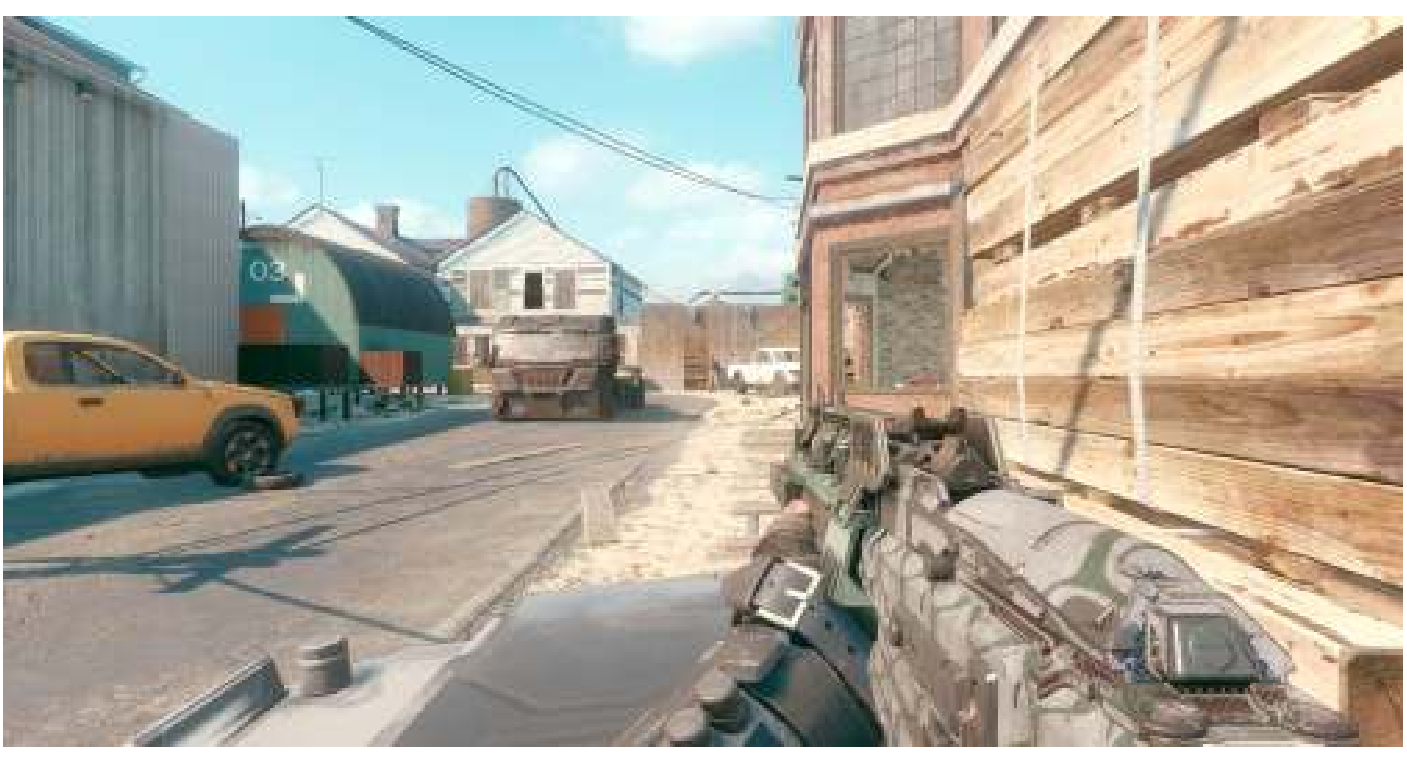


Fringe



Dusty, forgotten farm town near a massive space launch facility in rural Southern California.

Distance 1500



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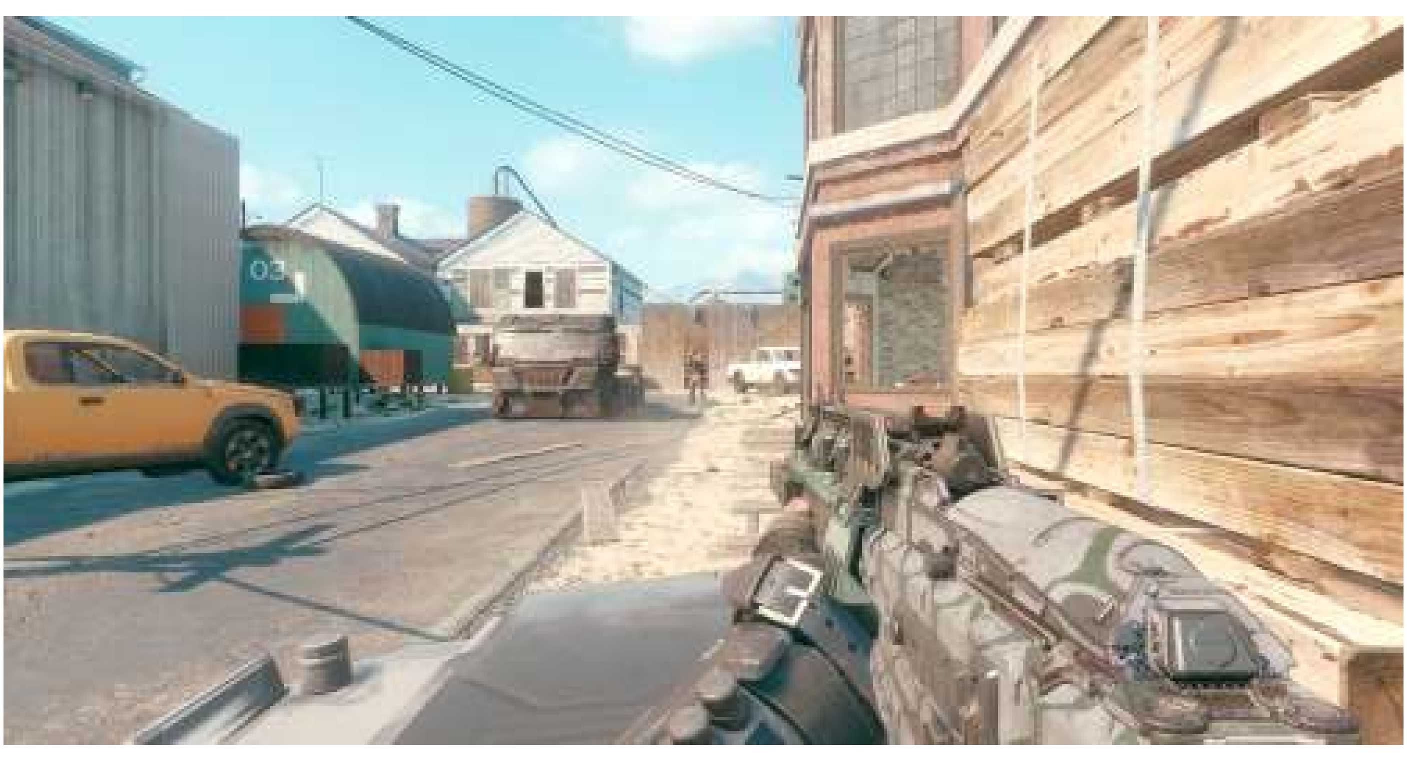

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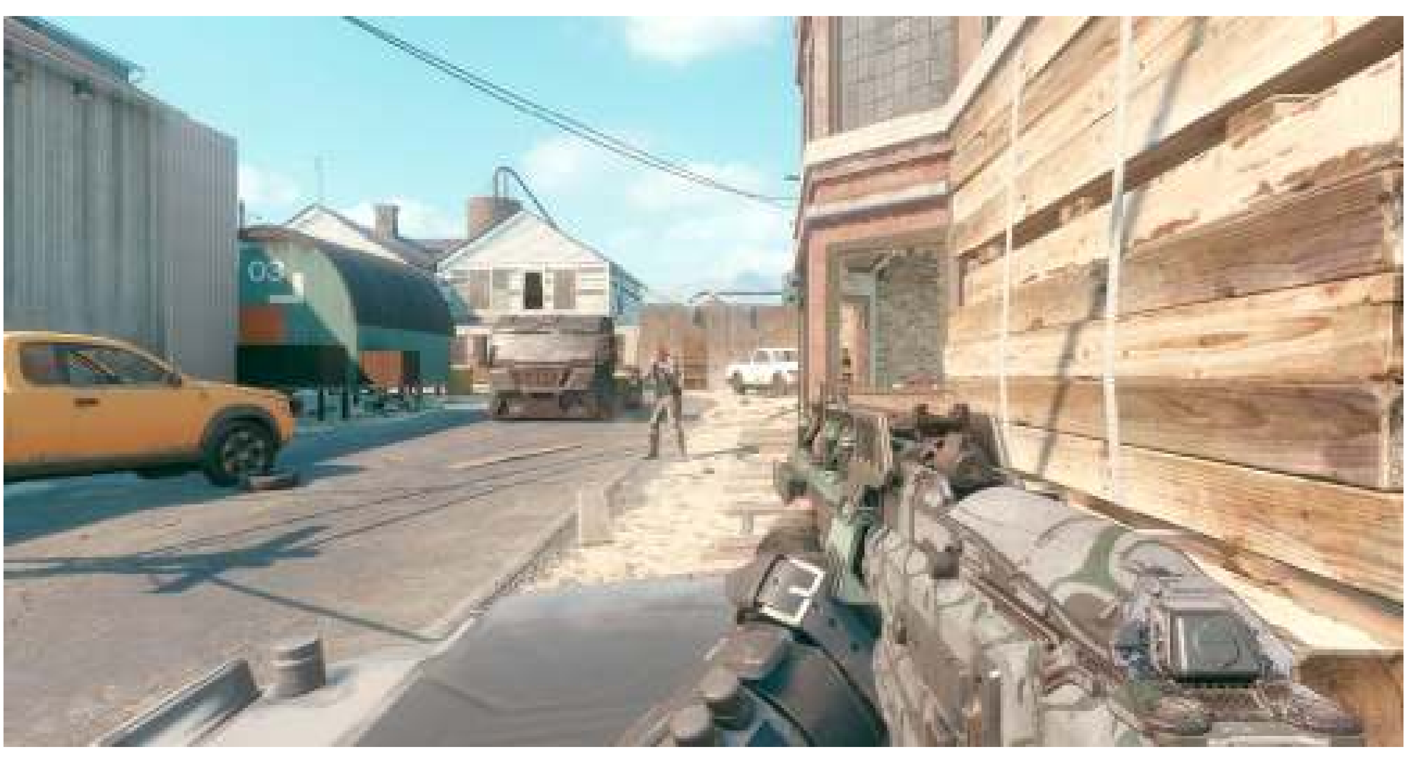

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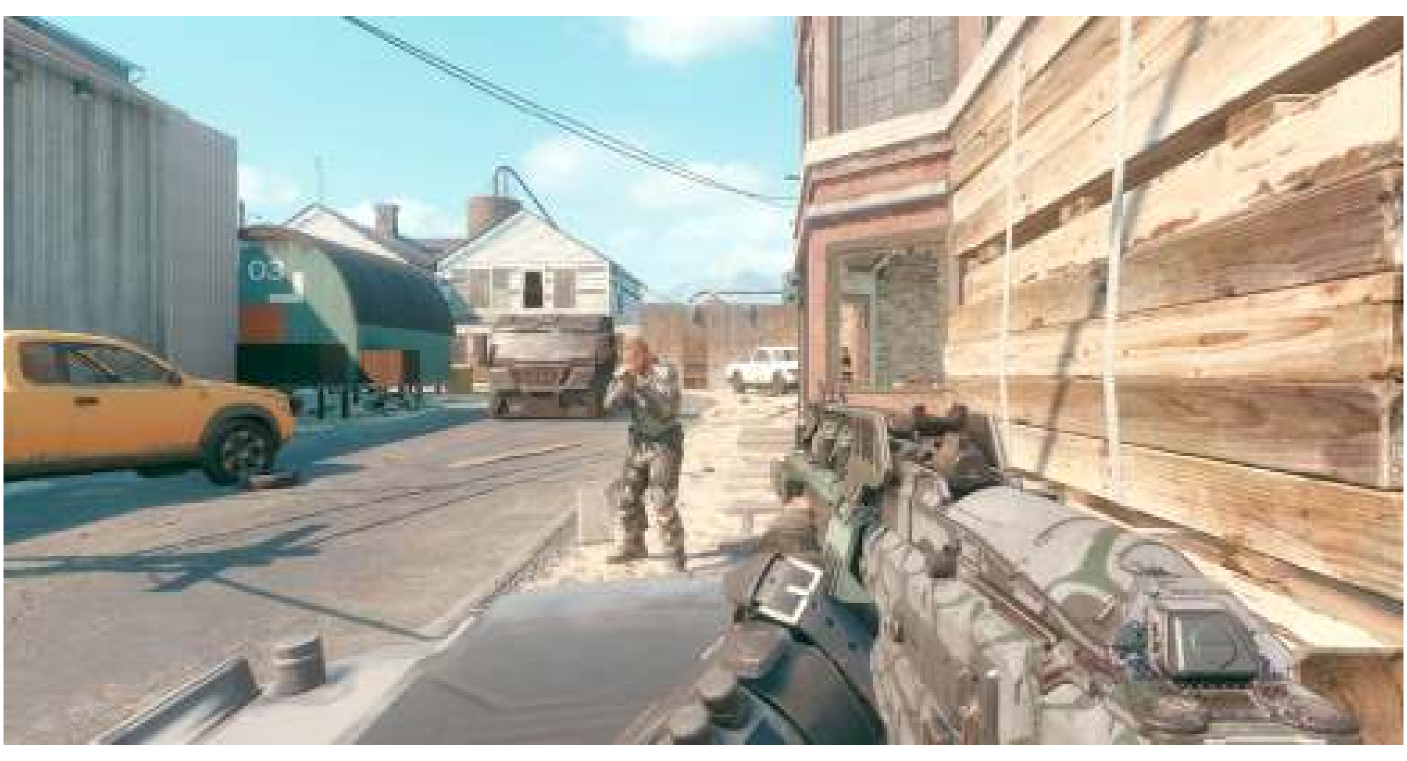

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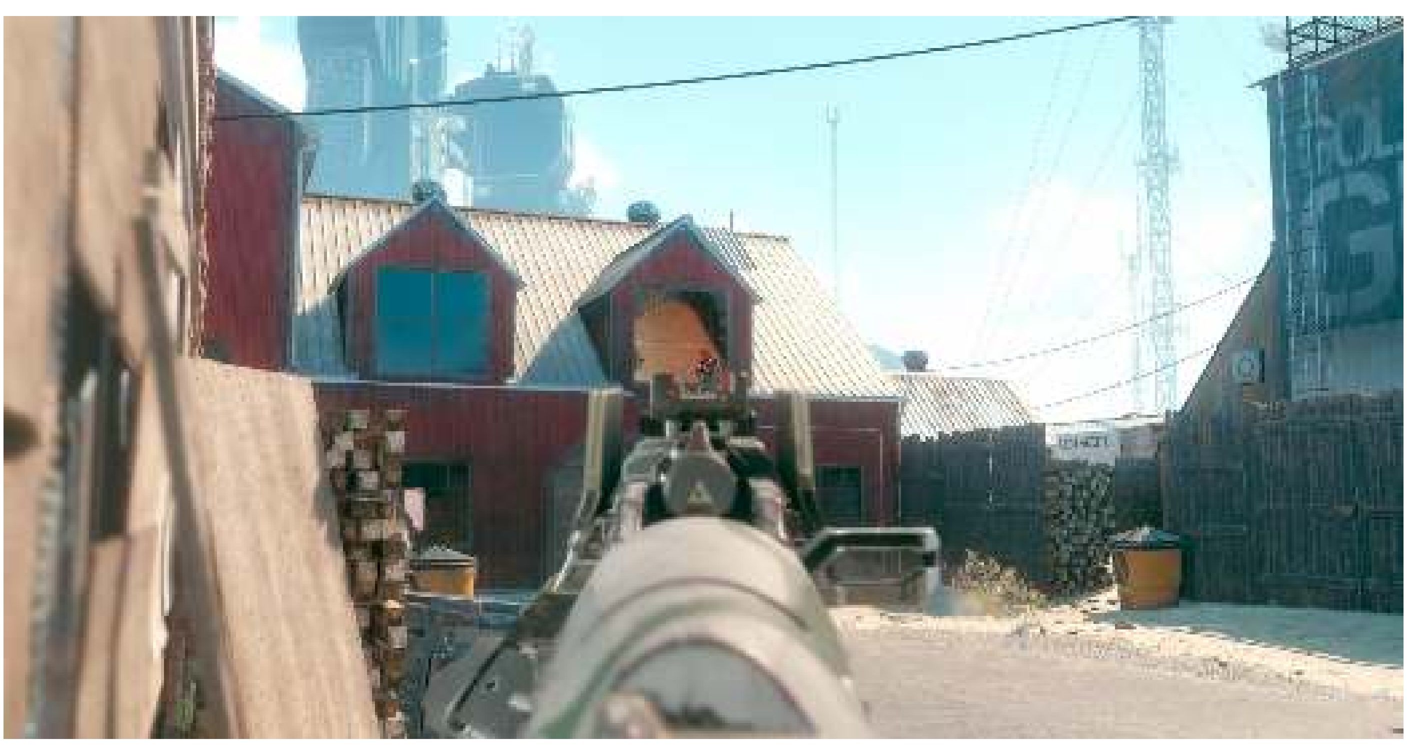
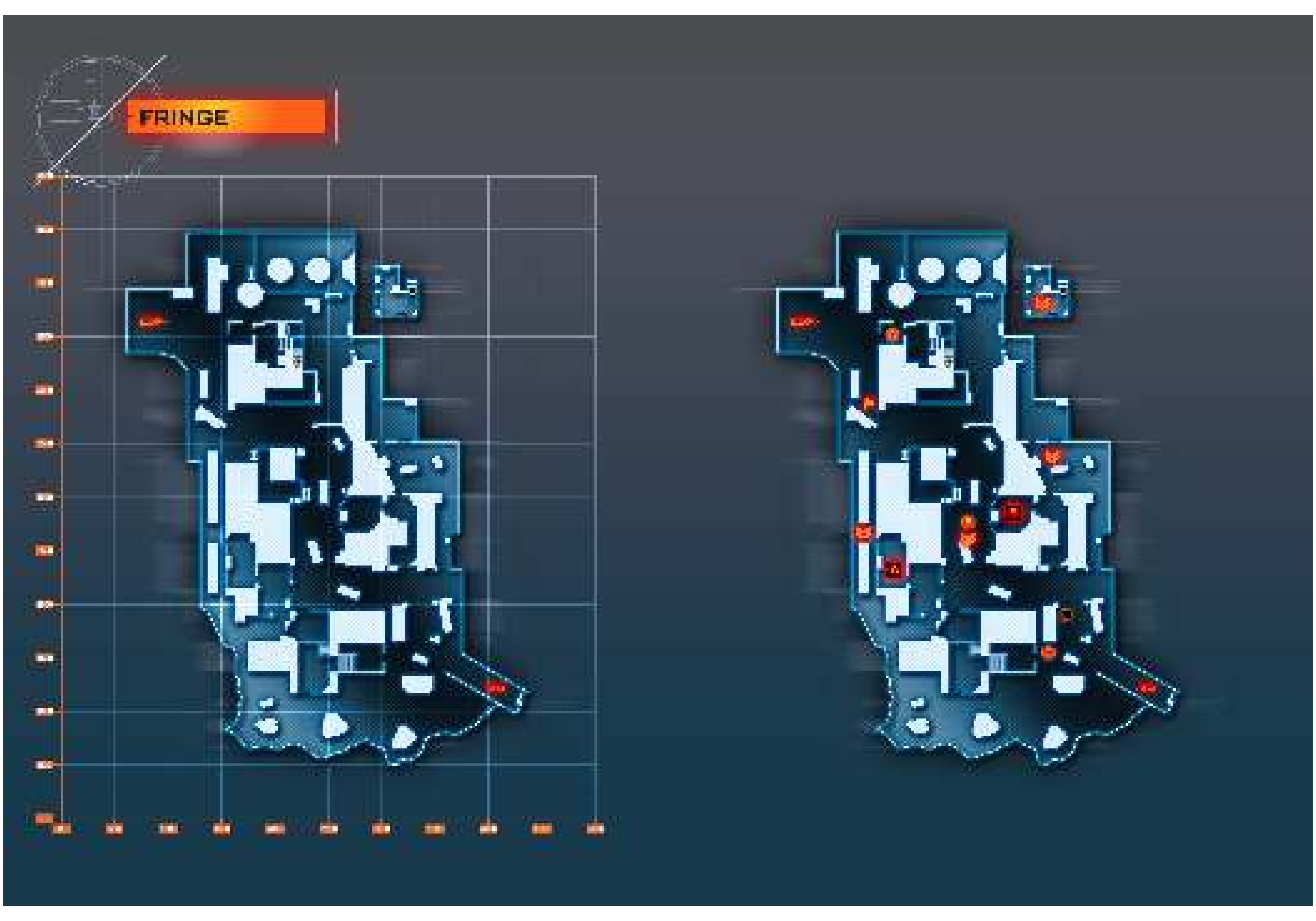
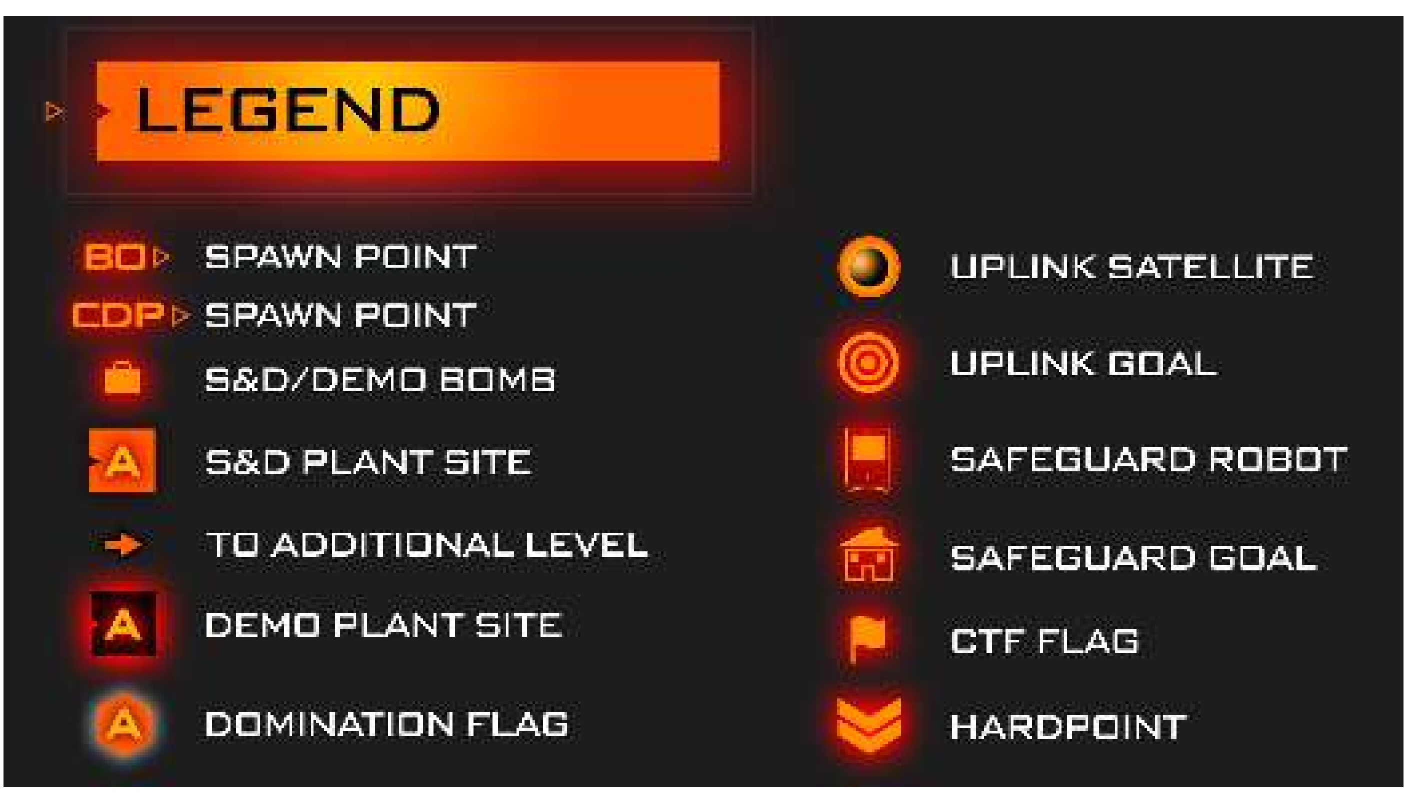
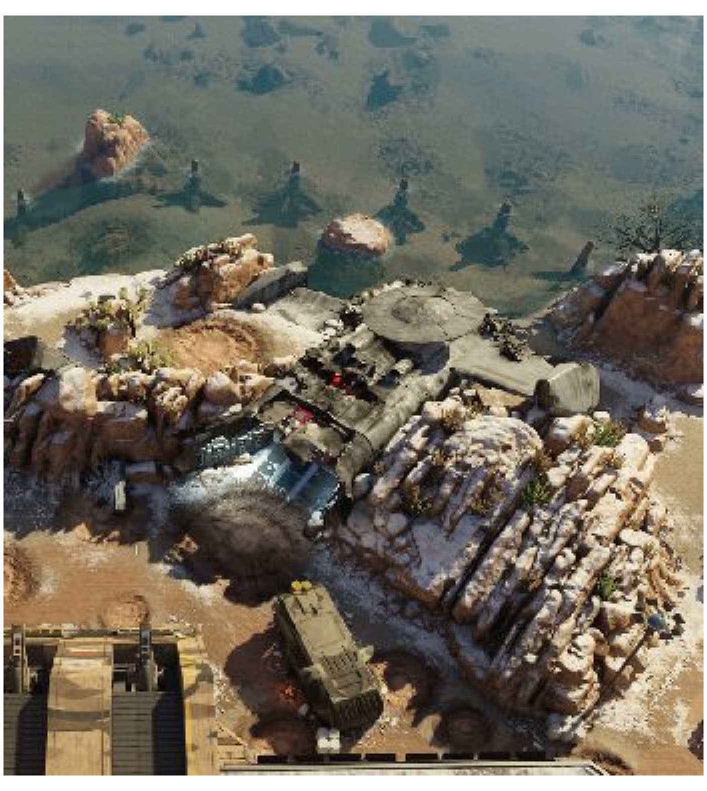




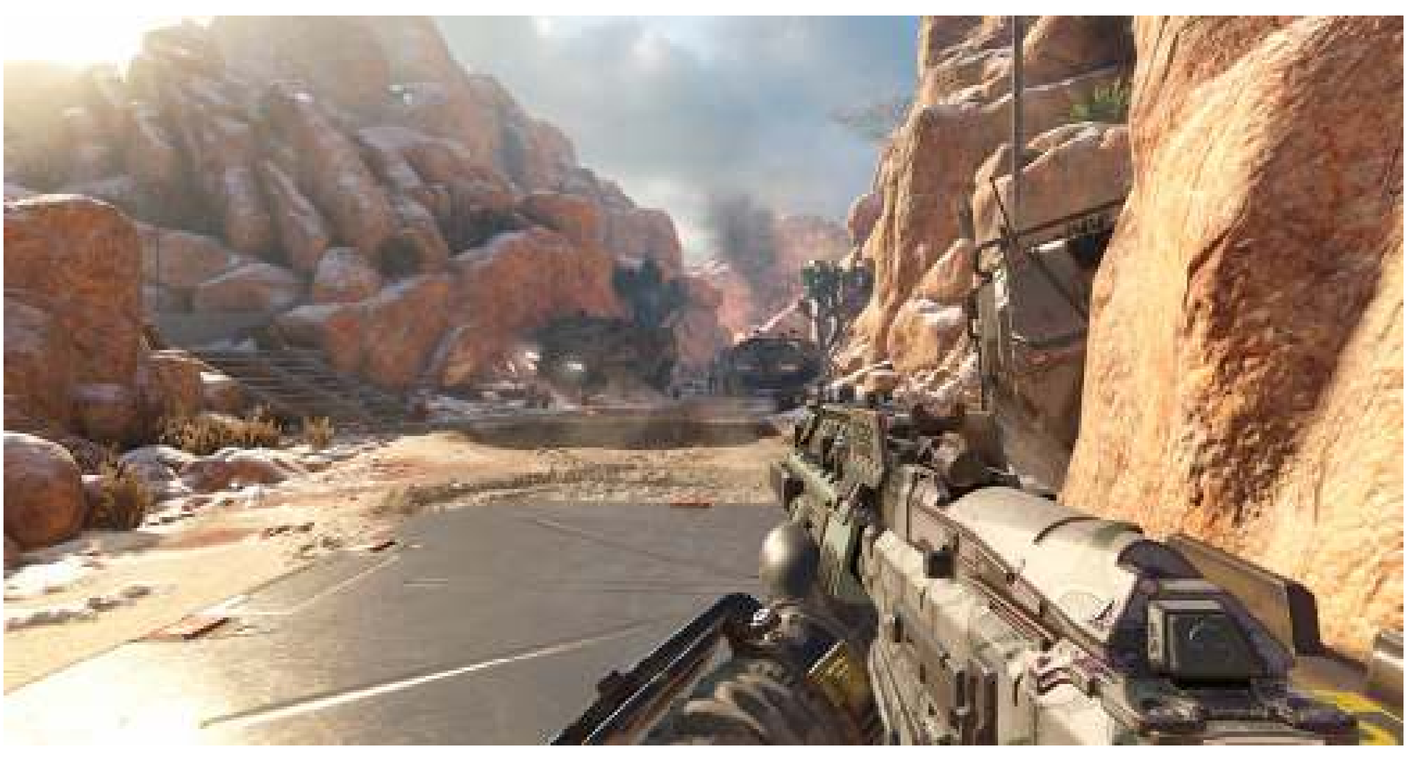

LEGEND
BO SPAWN POINT
CDP SPAWN POINT
S&D/DEMO BOMB
A S&D PLANT SITE
TO ADDITIONAL LEVEL
A DEMO PLANT SITE
A DOMINATION FLAG
UPLINK SATELLITE
UPLINK GOAL
SAFEGUARD ROBOT
SAFEGUARD GOAL
CTF FLAG
HARDPOINT

Havoc



Wrecked battle zone at a forward operating base in the snow-covered North African desert.

Distance 1500



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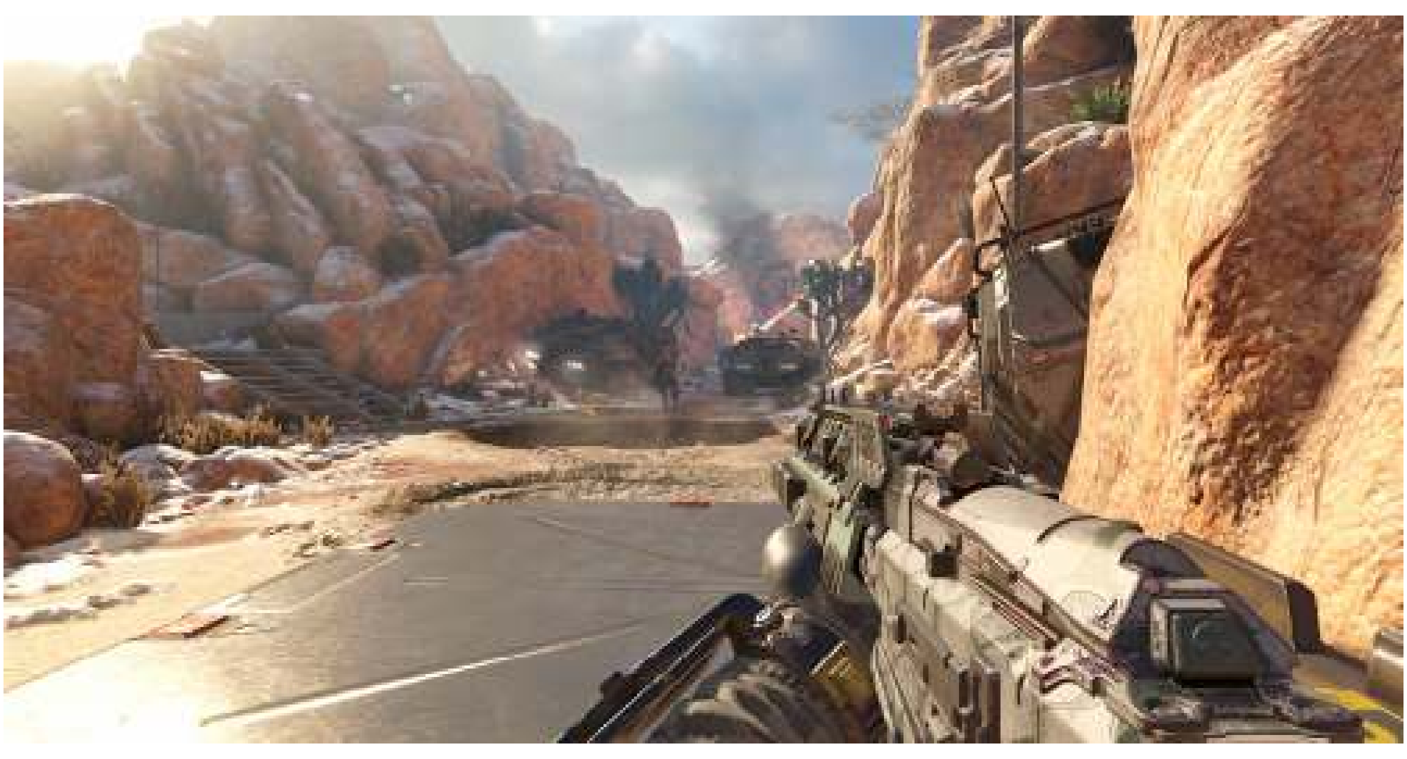

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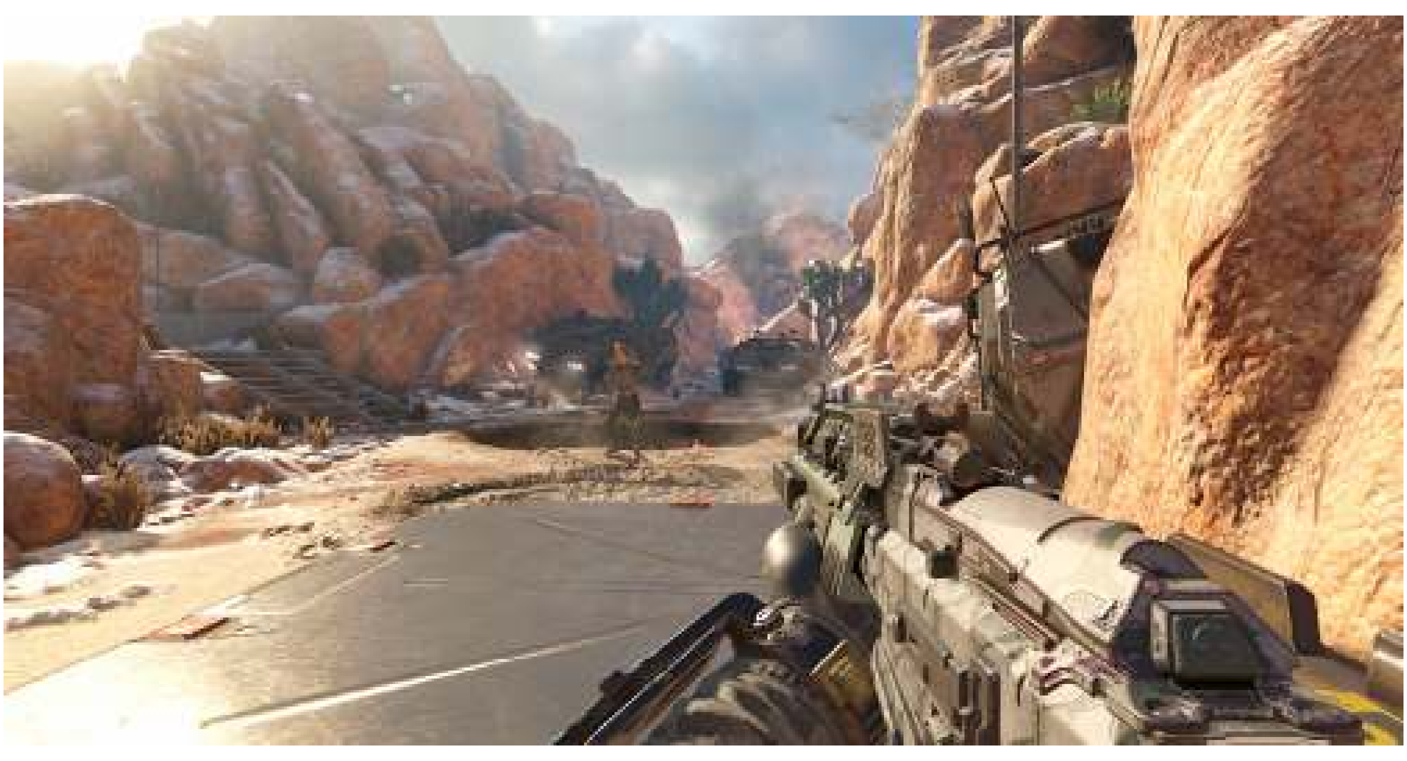

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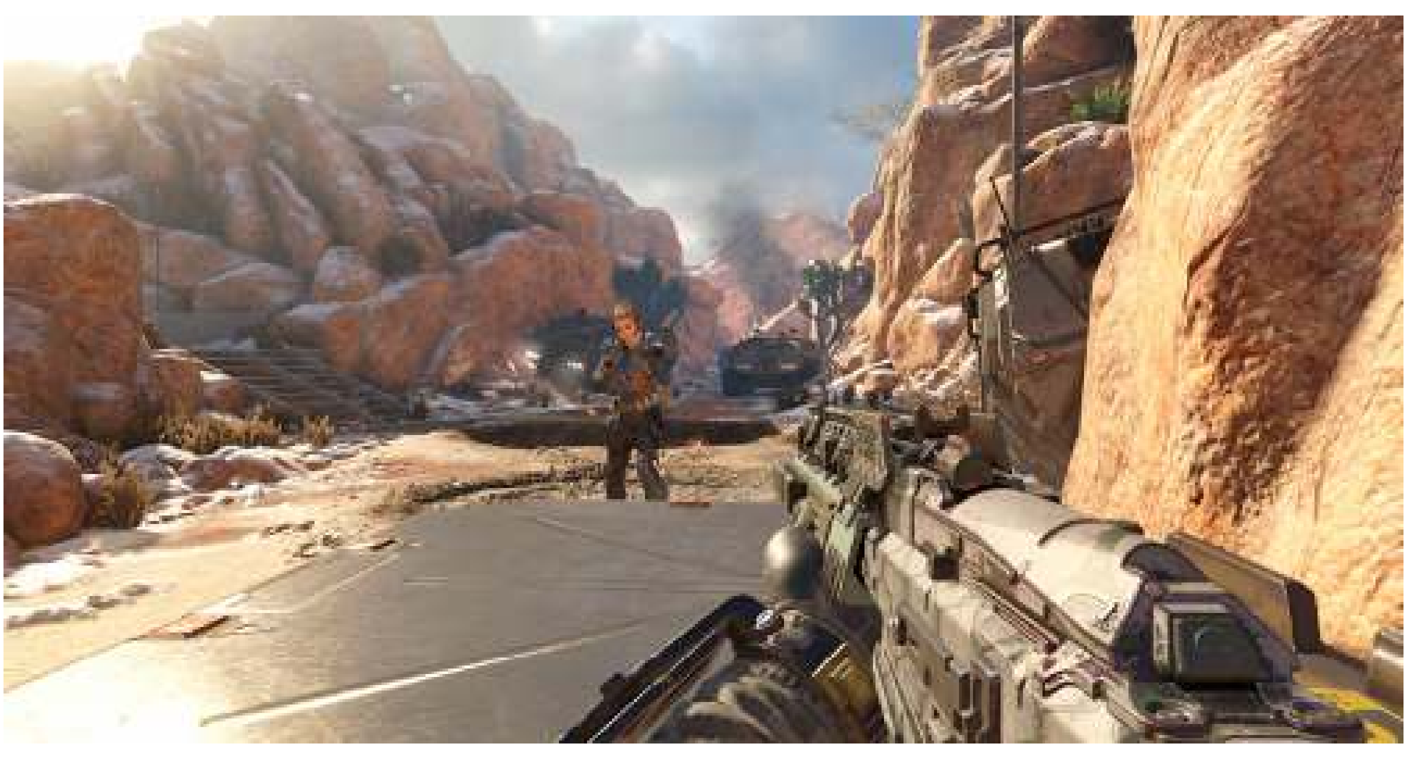

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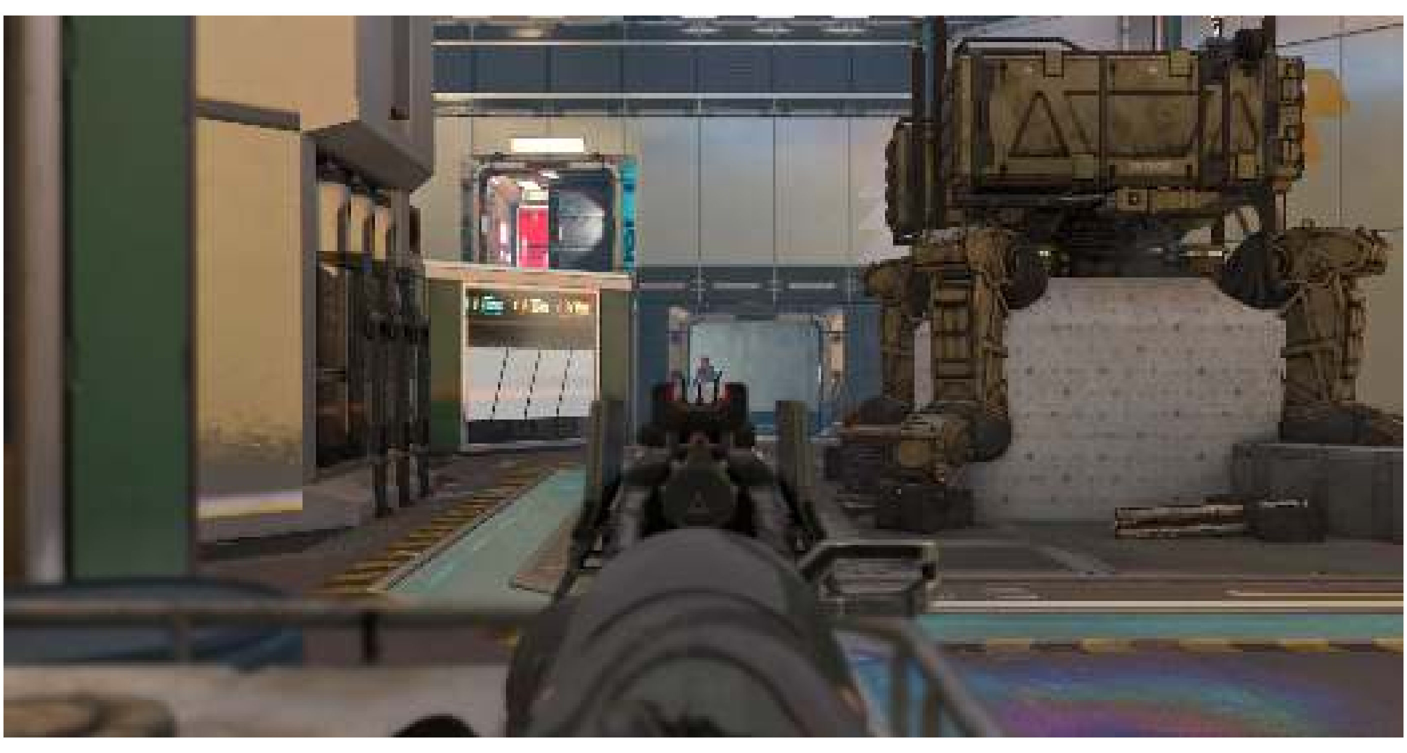

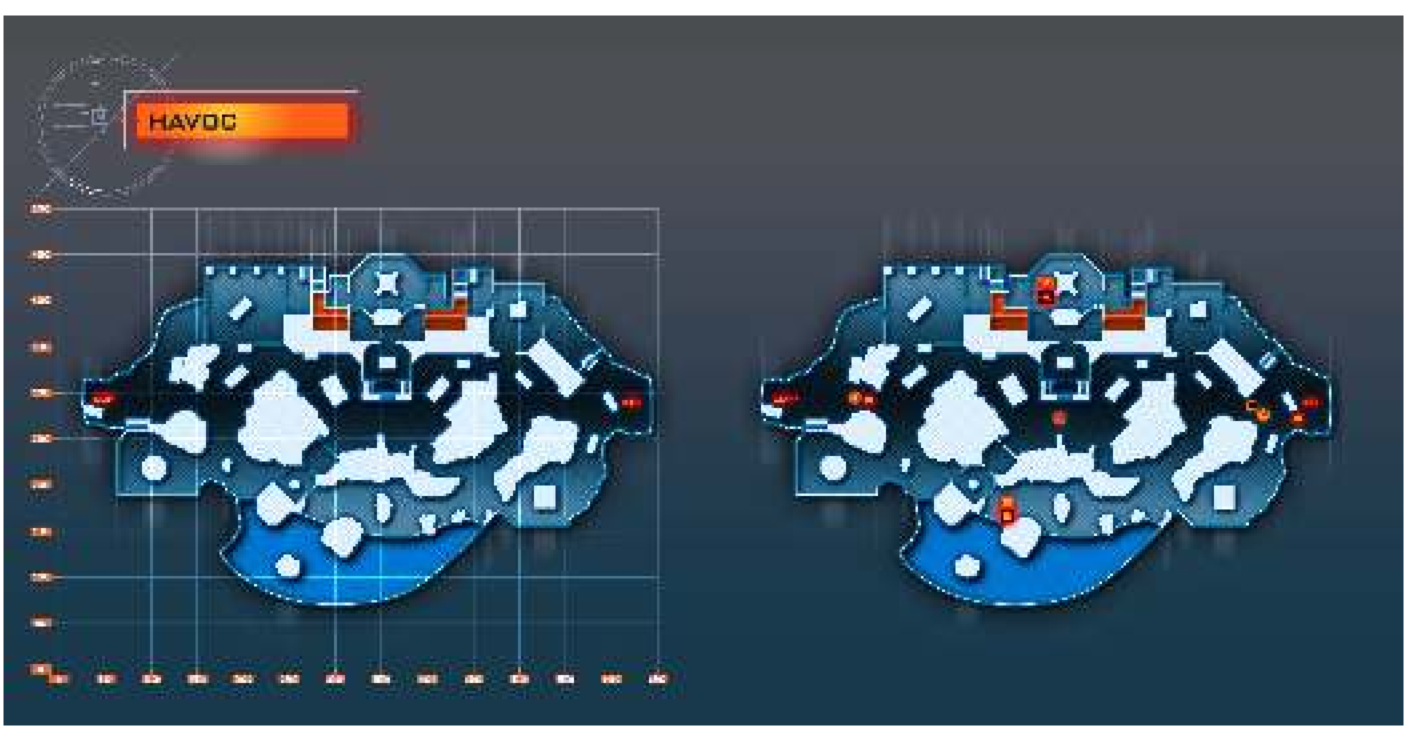

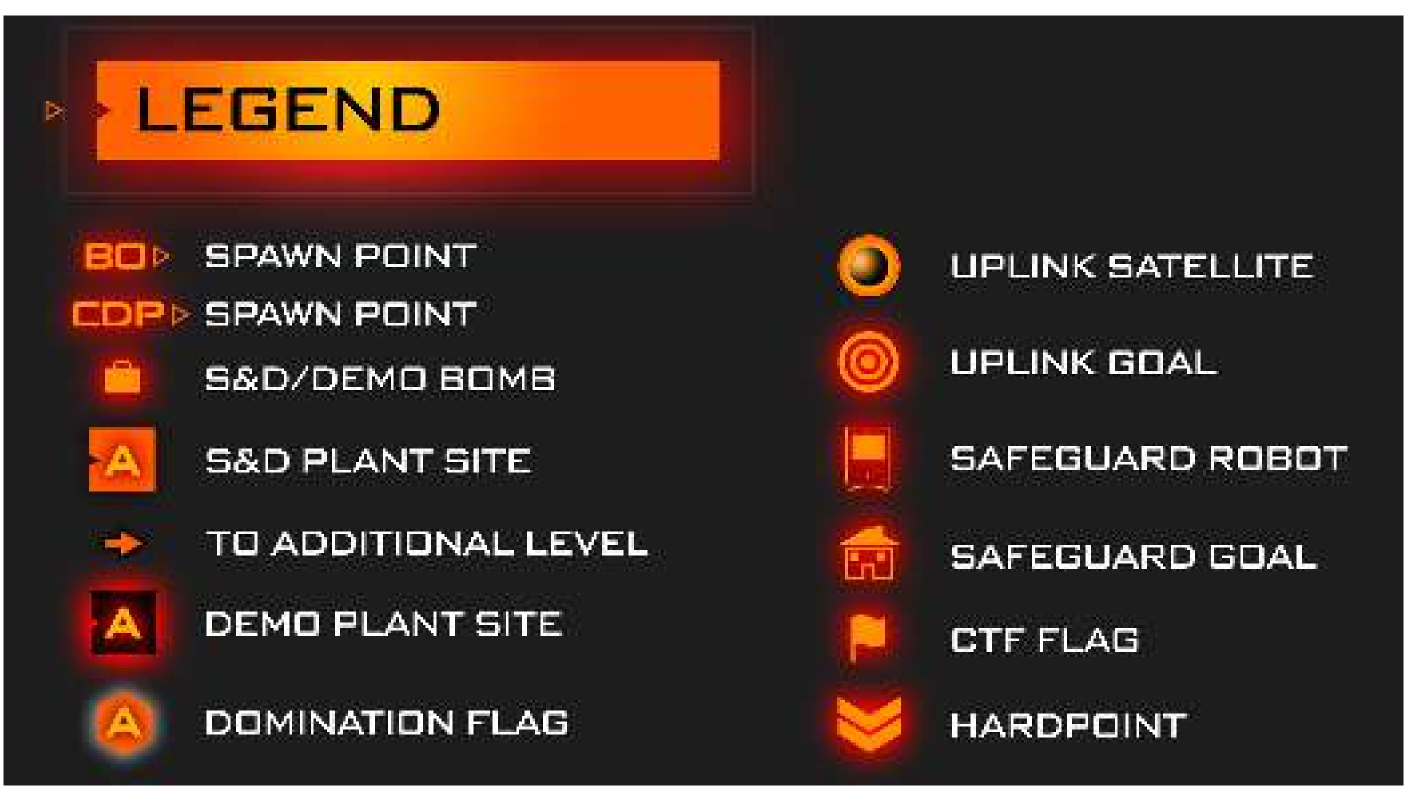
LEGEND
BO SPAWN POINT
CDP SPAWN POINT
S&D/DEMO BOMB
S&D PLANT SITE
TO ADDITIONAL LEVEL
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DOMINATION FLAG
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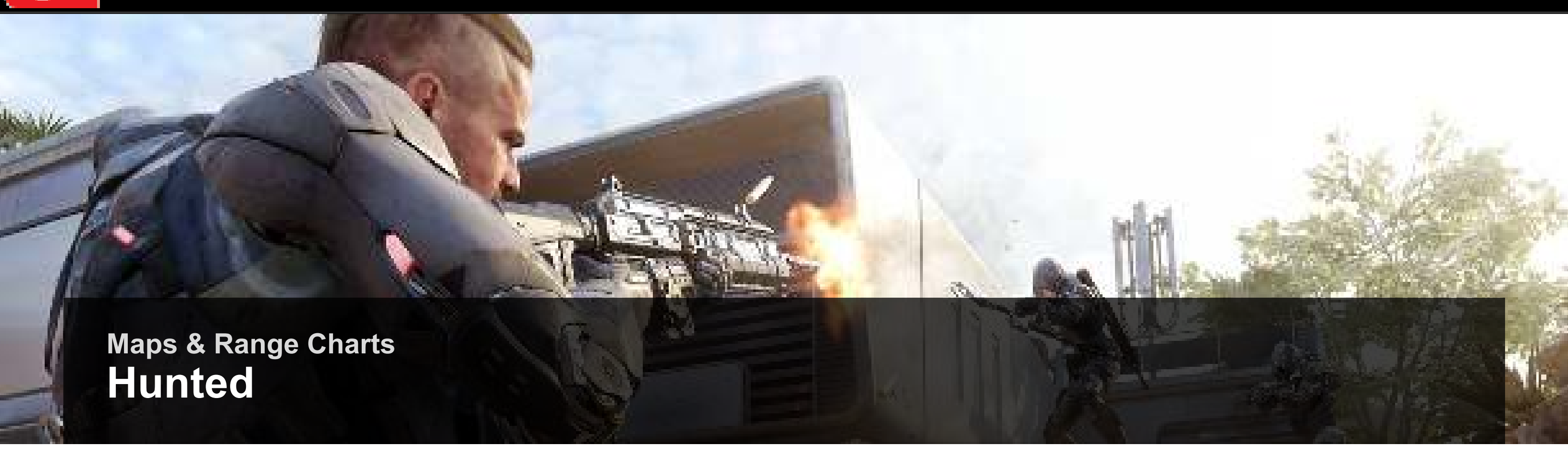
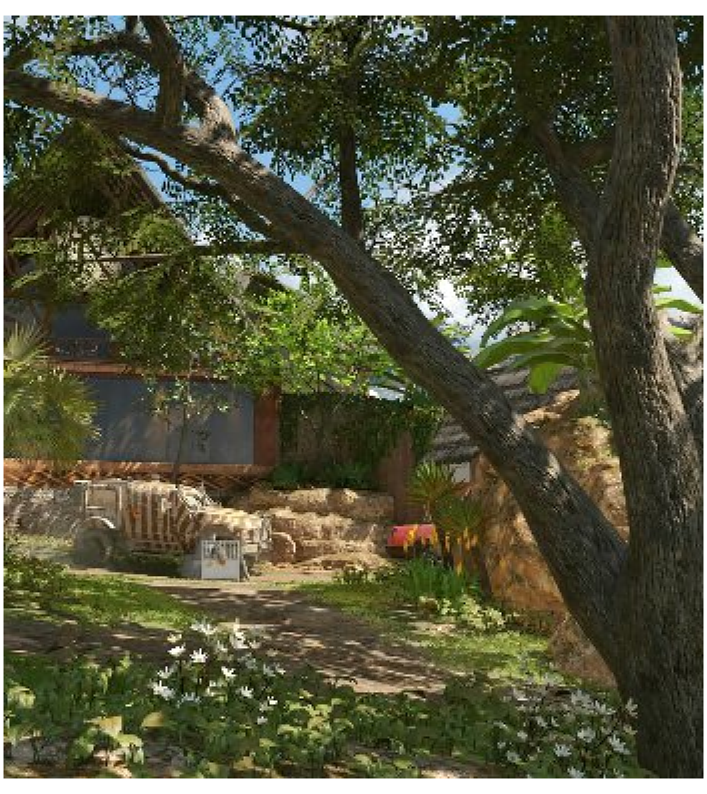
SAFEGUARD GOAL
CTF FLAG
HARDPOINT

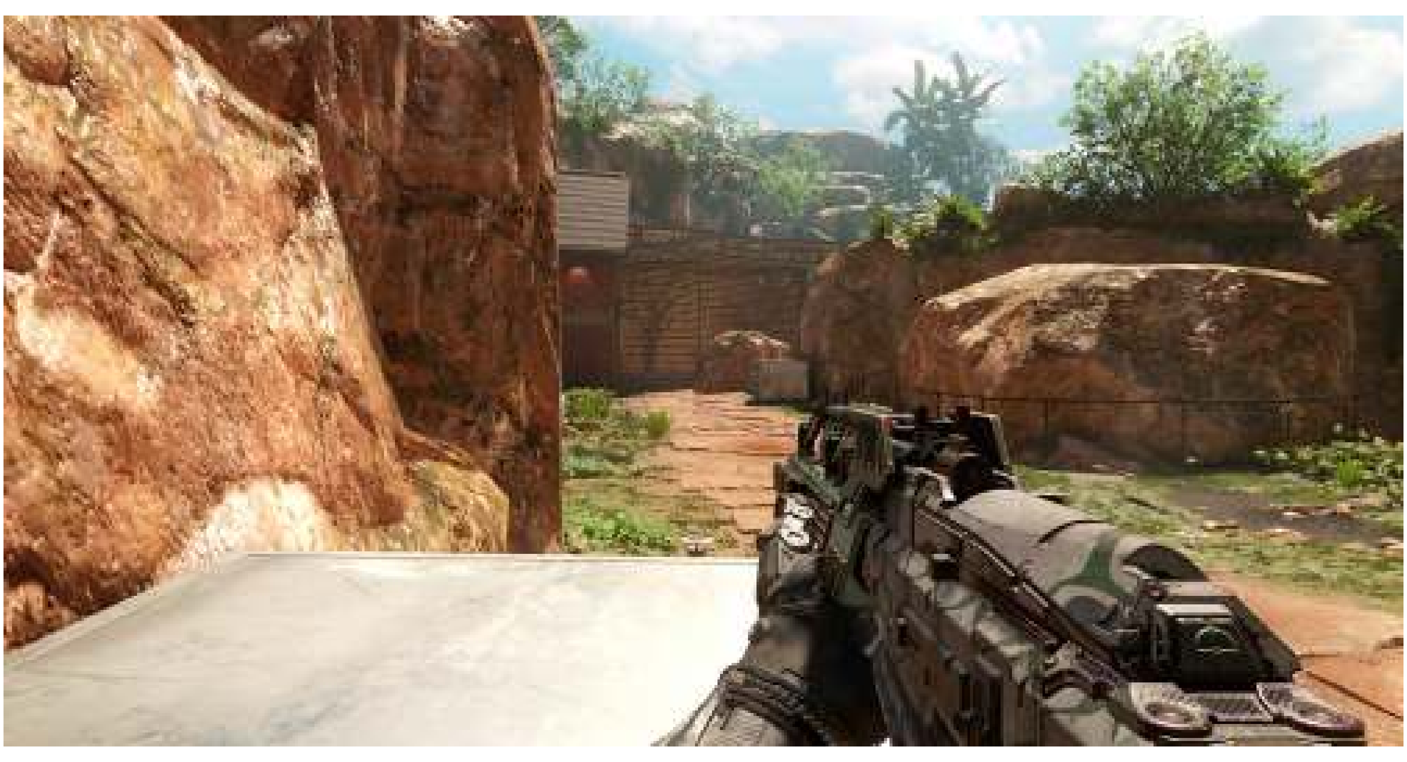


Hunted



Big-game hunting lodge situated beneath a waterfall in the lush mountains of Ethiopia.

Distance 1500



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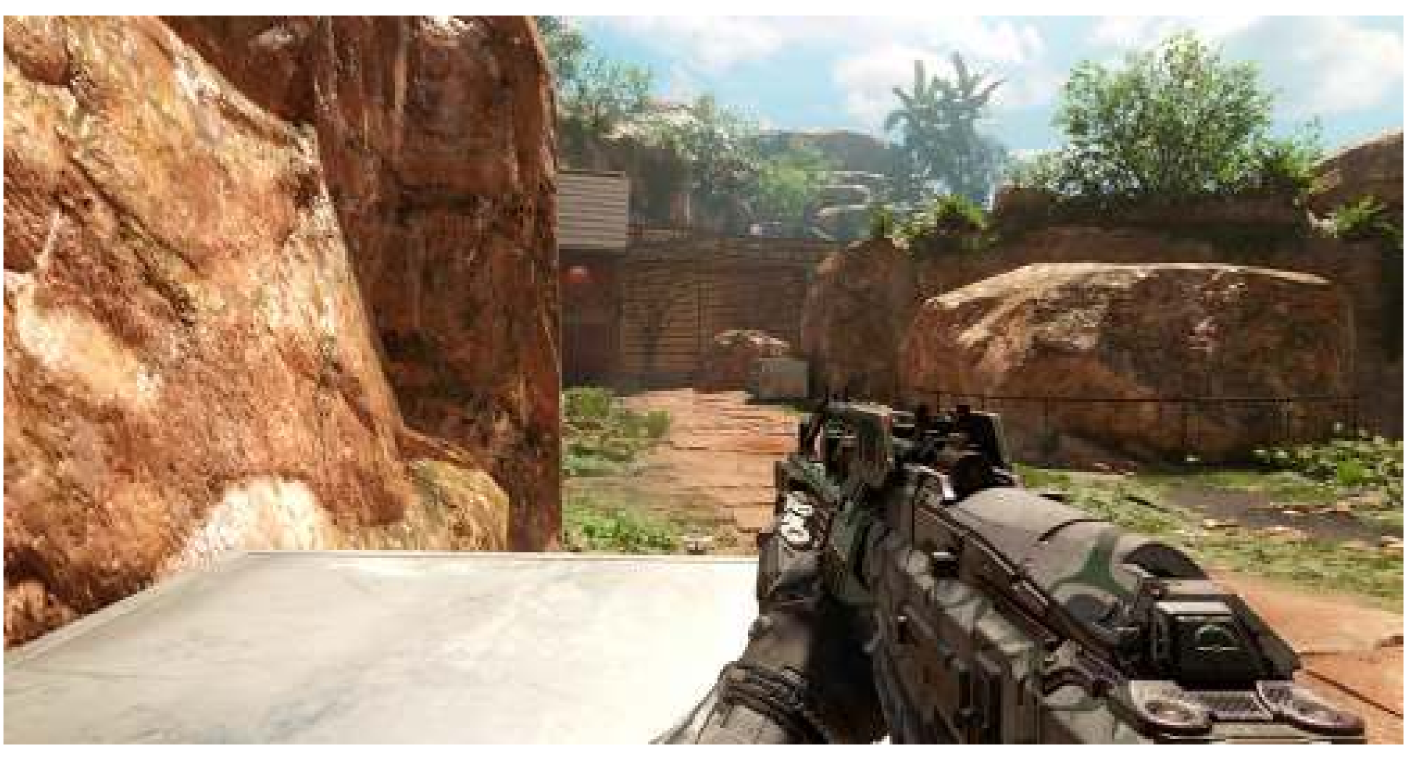

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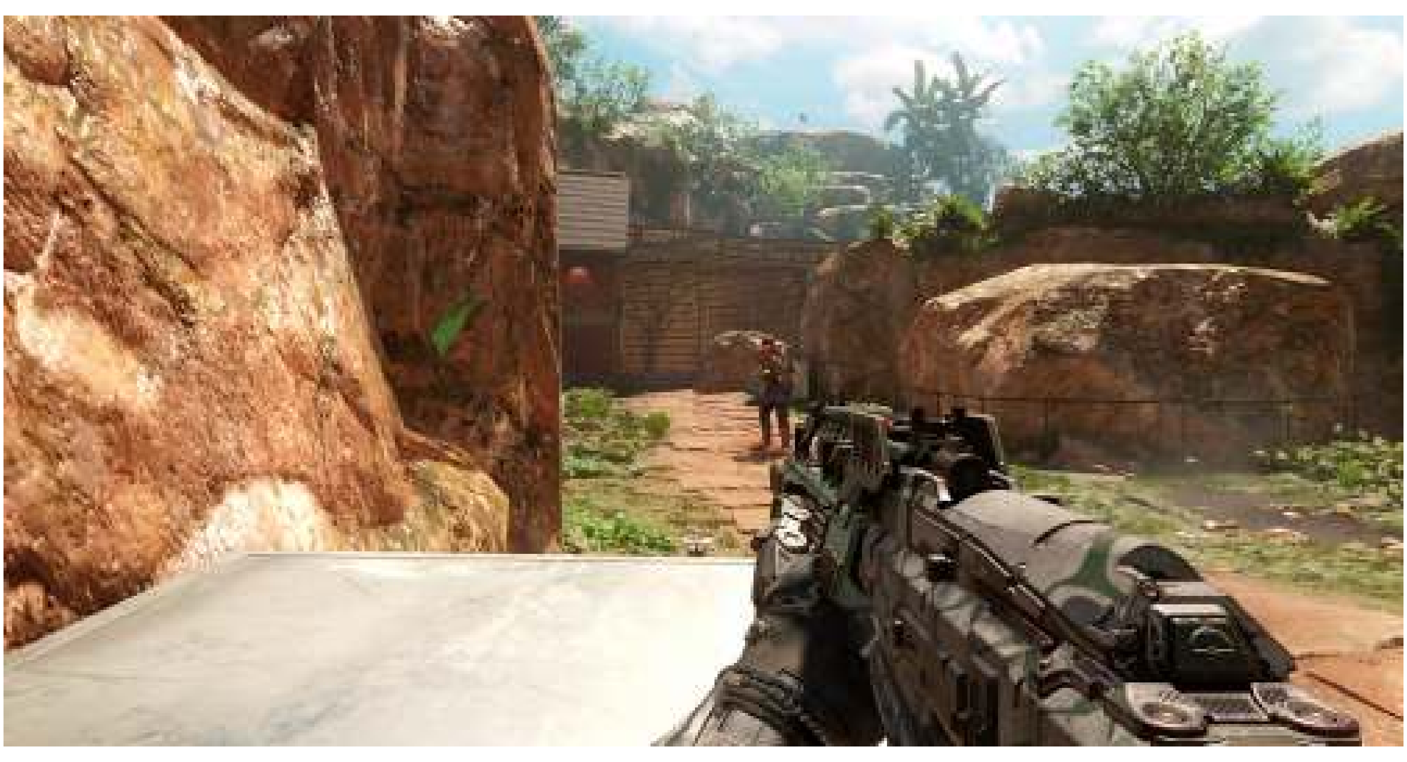

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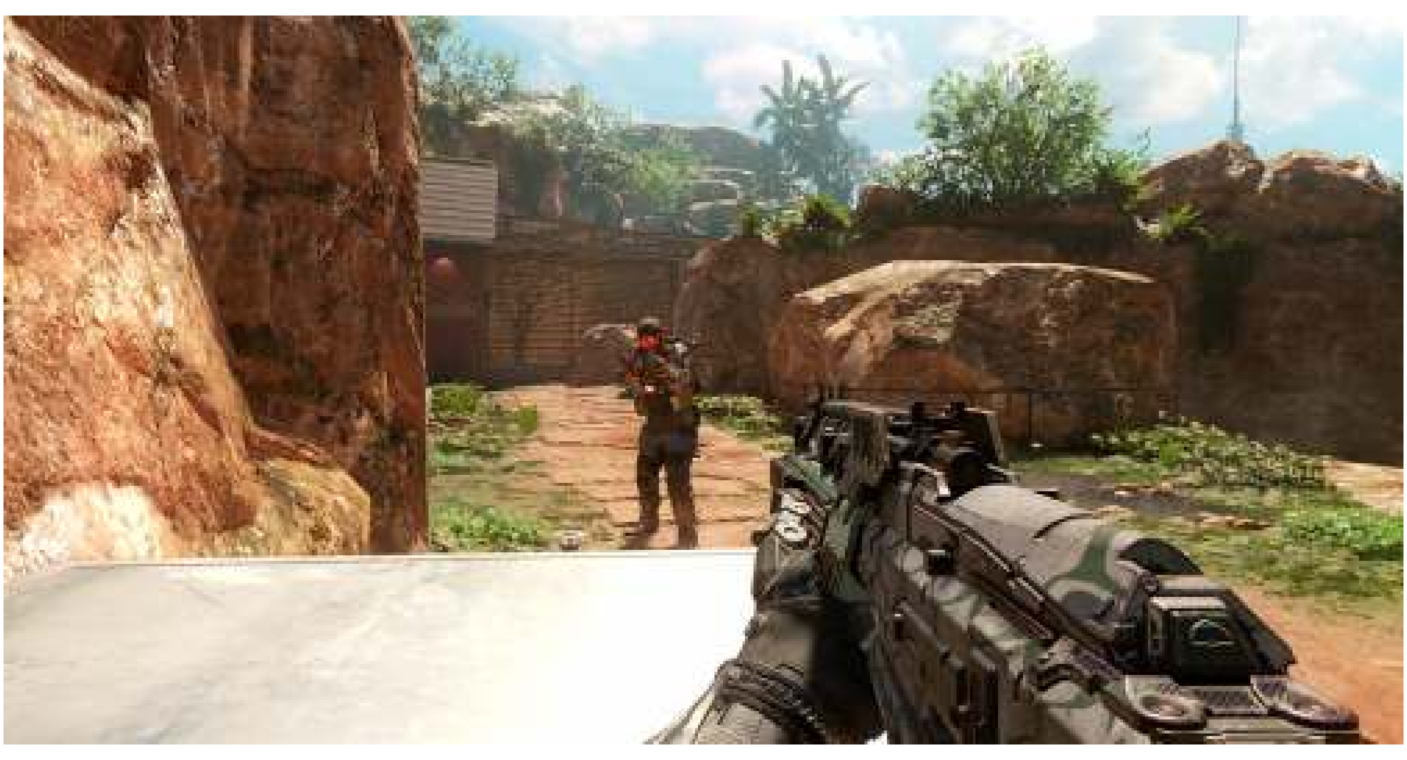

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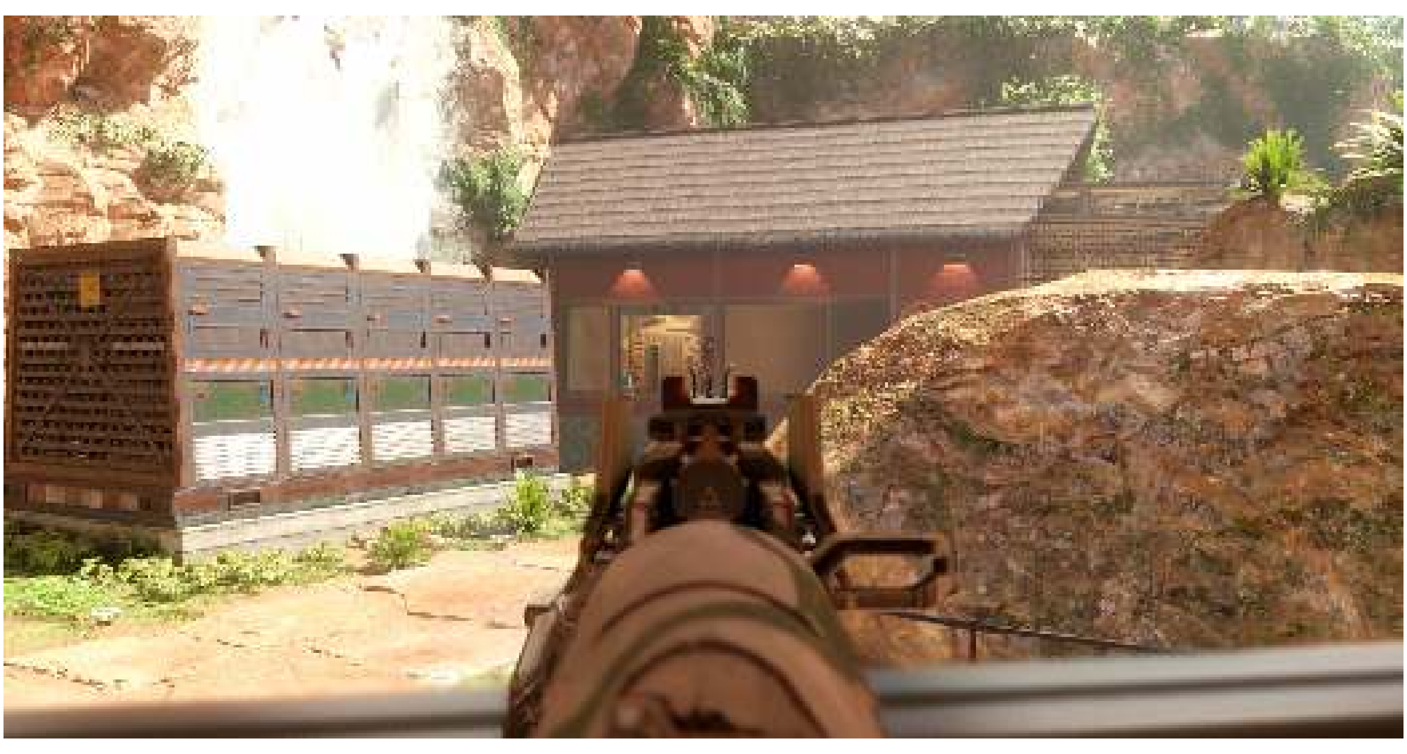
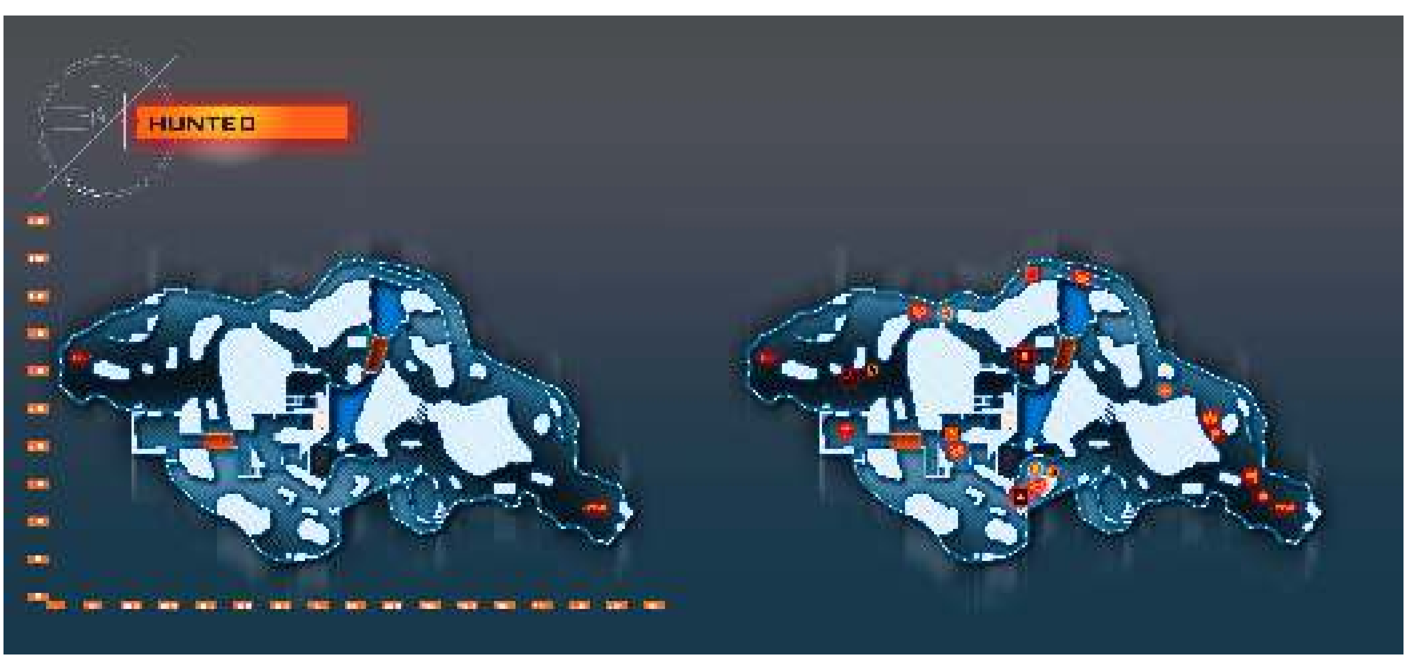
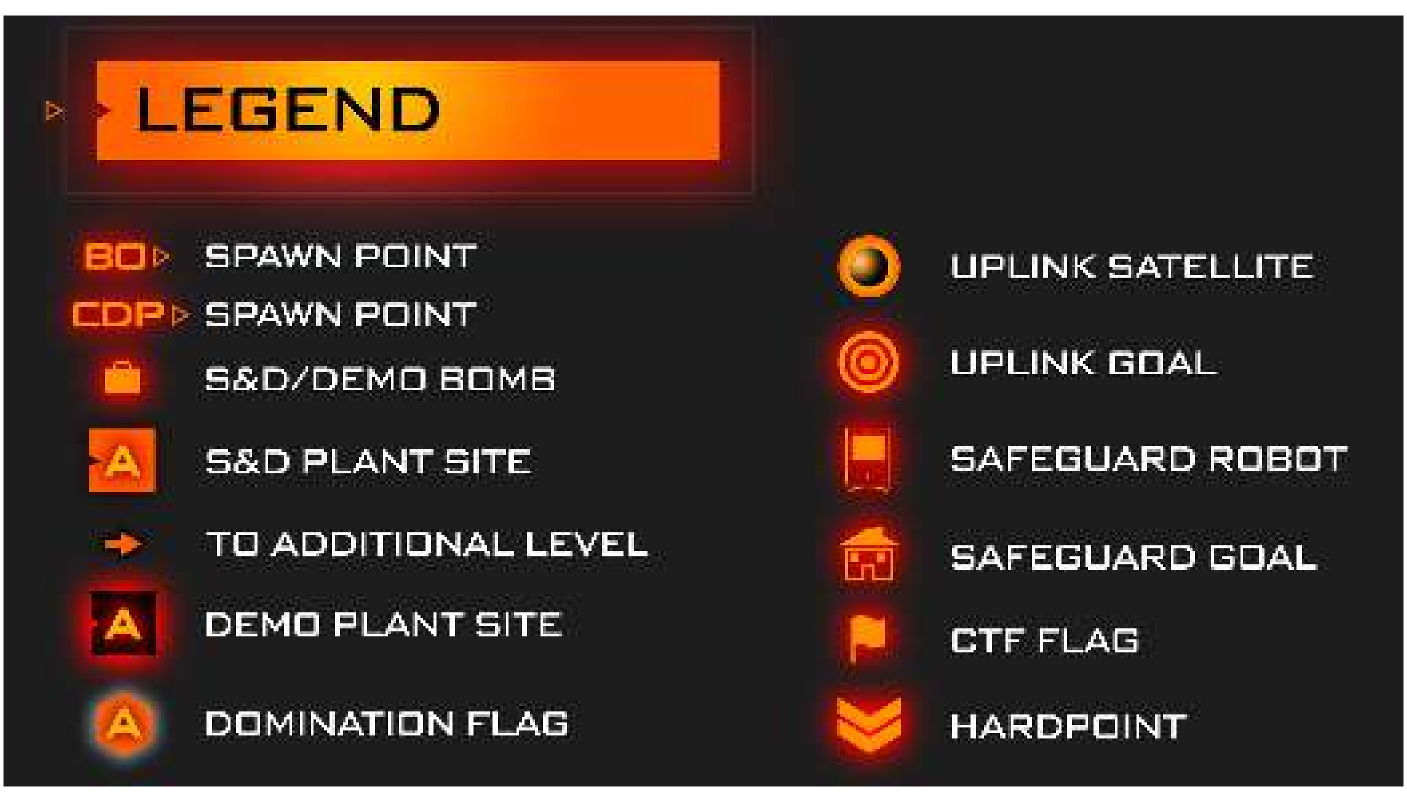
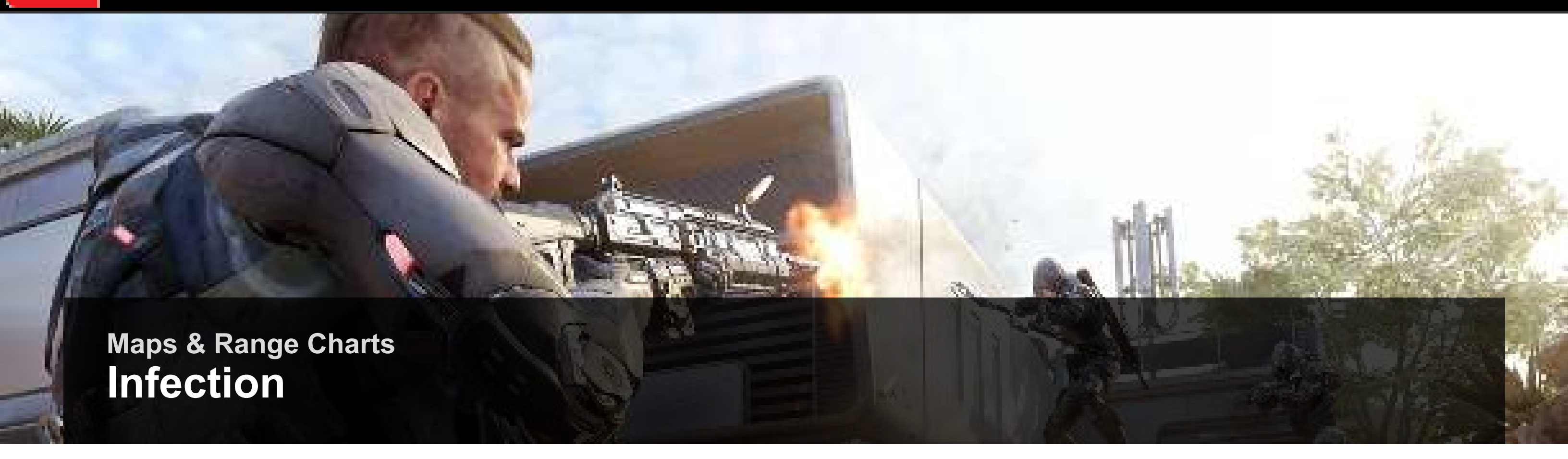


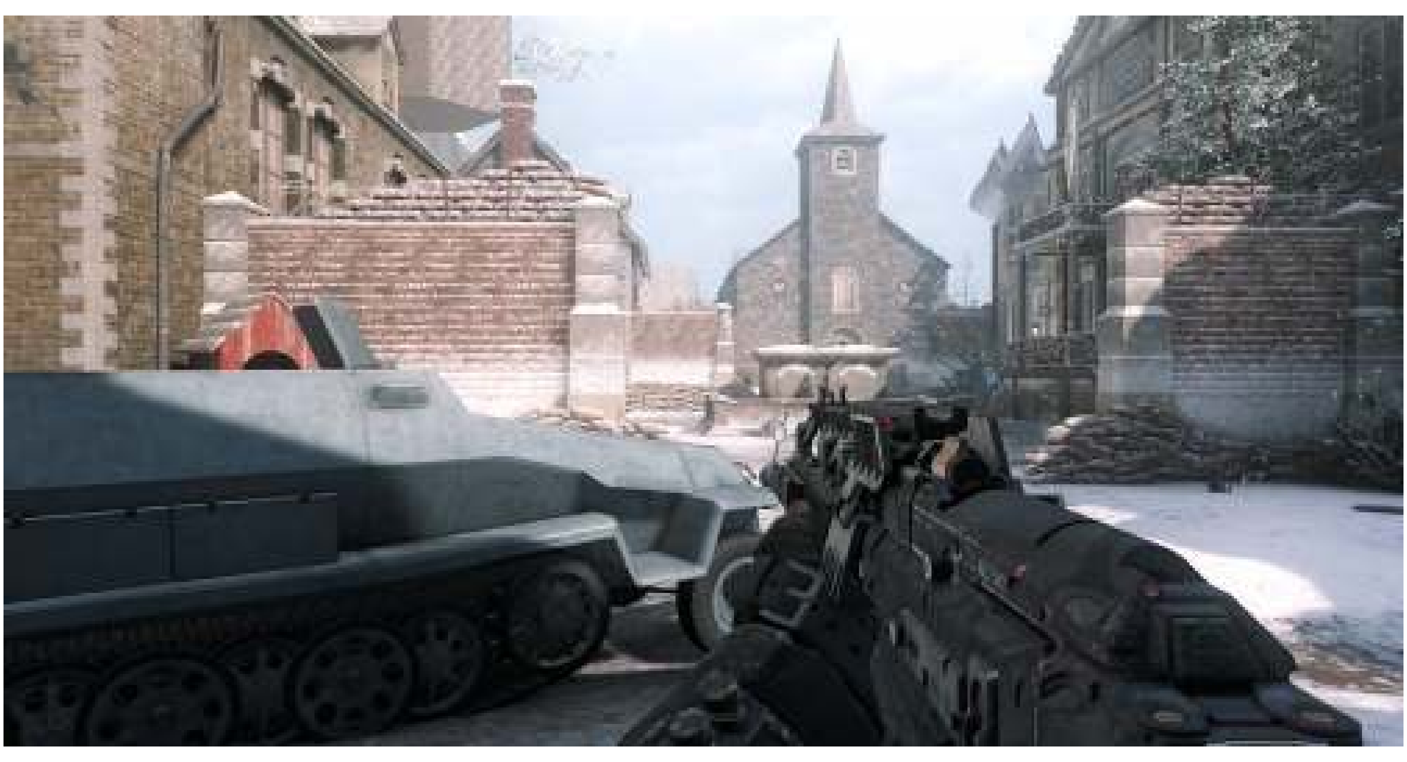



LEGEND
BO▷ SPAWN POINT
CDP▷ SPAWN POINT
S&D/DEMO BOMB
S&D PLANT SITE
TO ADDITIONAL LEVEL
DEMO PLANT SITE
DOMINATION FLAG
UPLINK SATELLITE
UPLINK GOAL
SAFEGUARD ROBOT
SAFEGUARD GOAL
CTF FLAG
HARDPOINT



Warped simulation of a World War 2 historical battle set in a quaint french village.

Distance 1500



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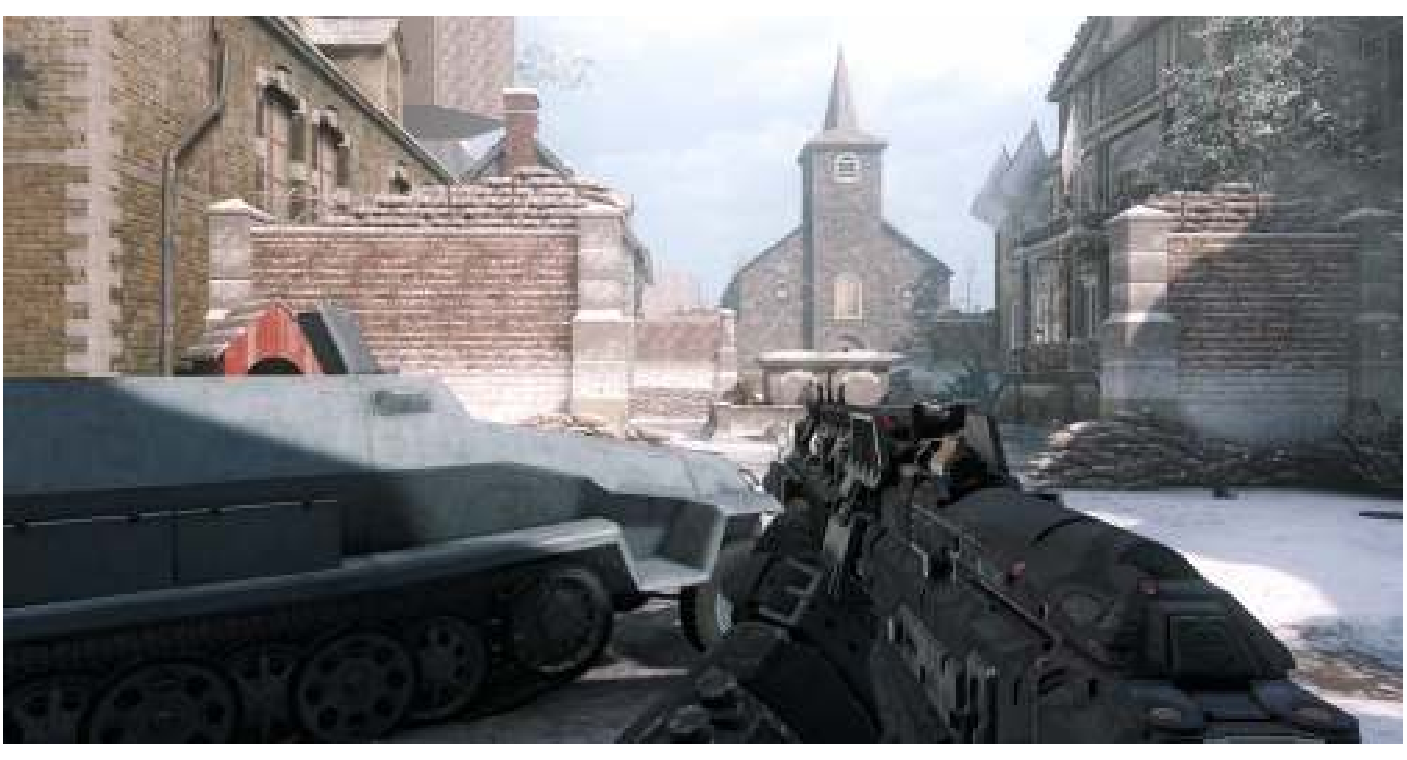

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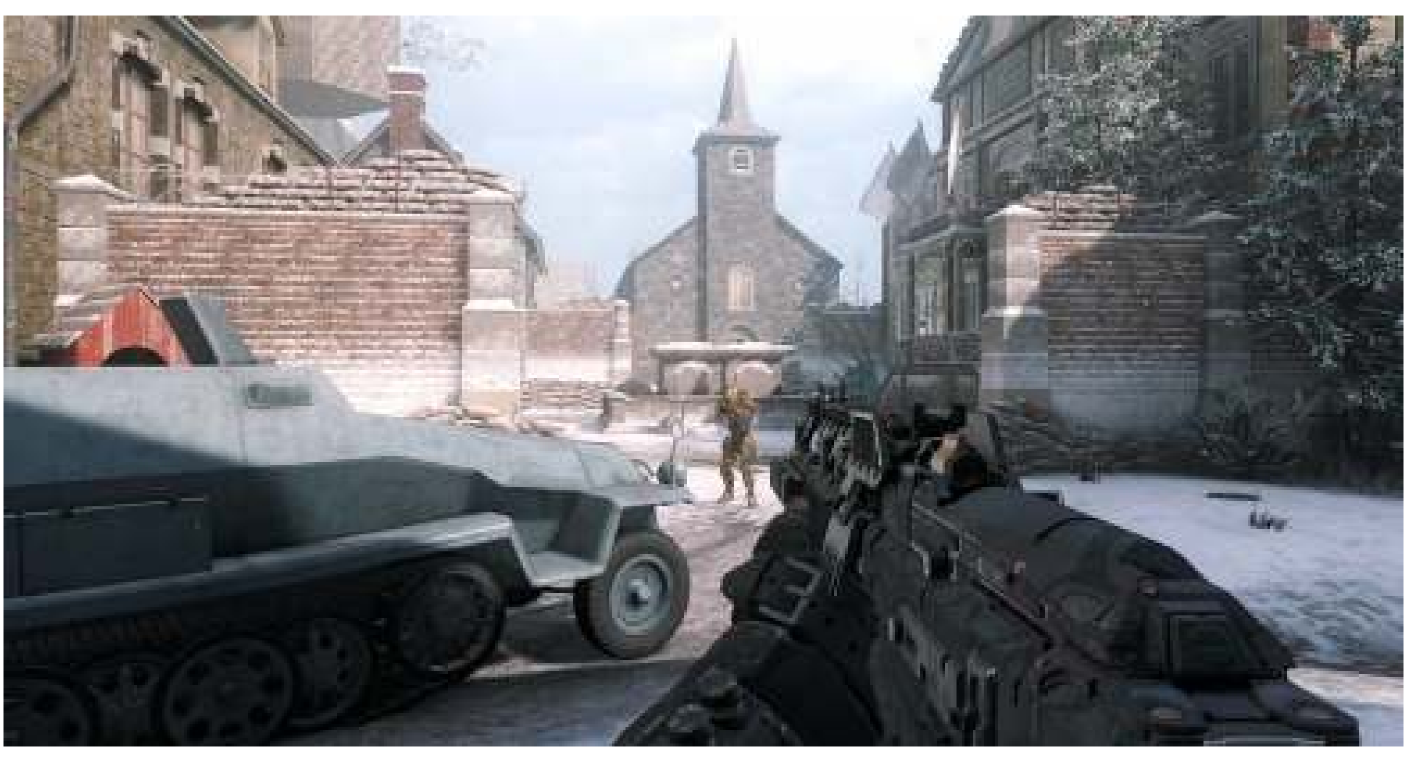

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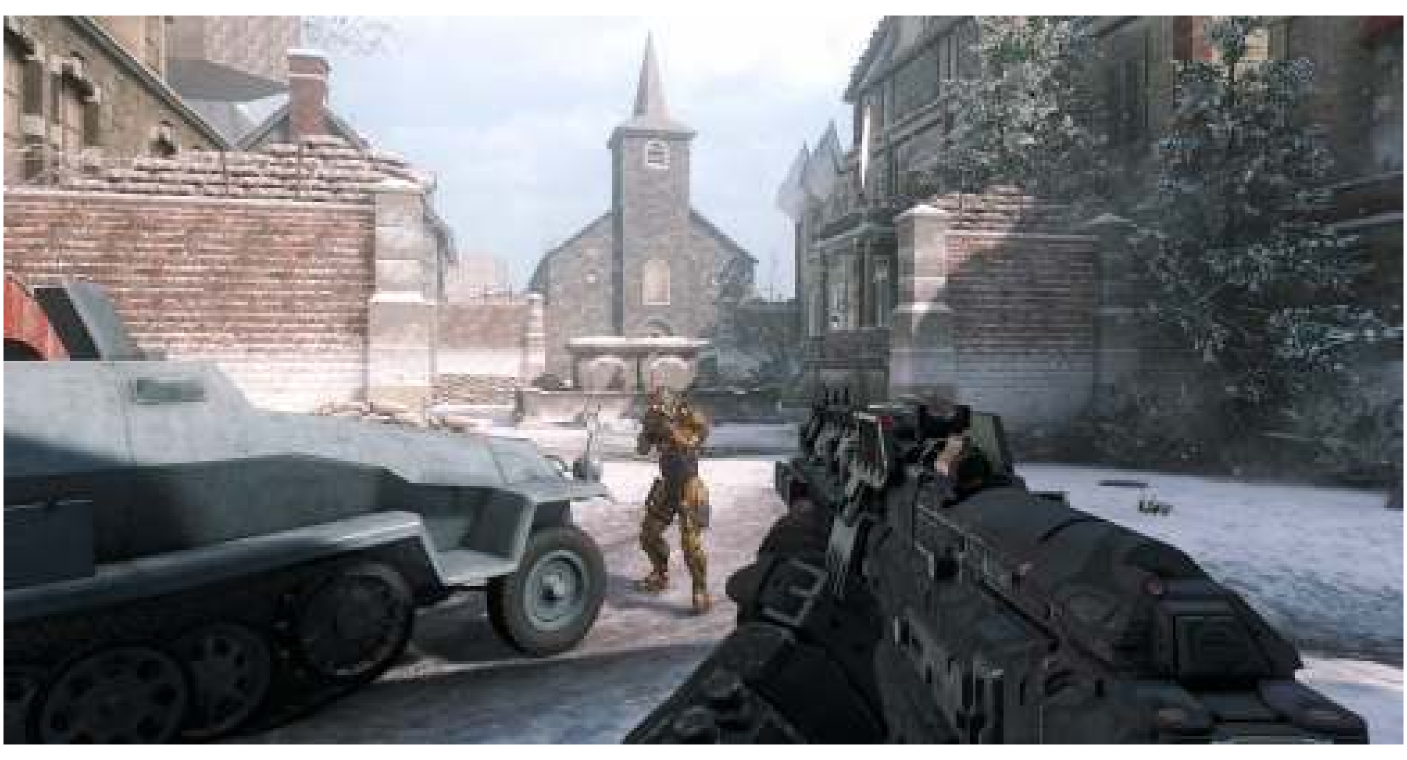

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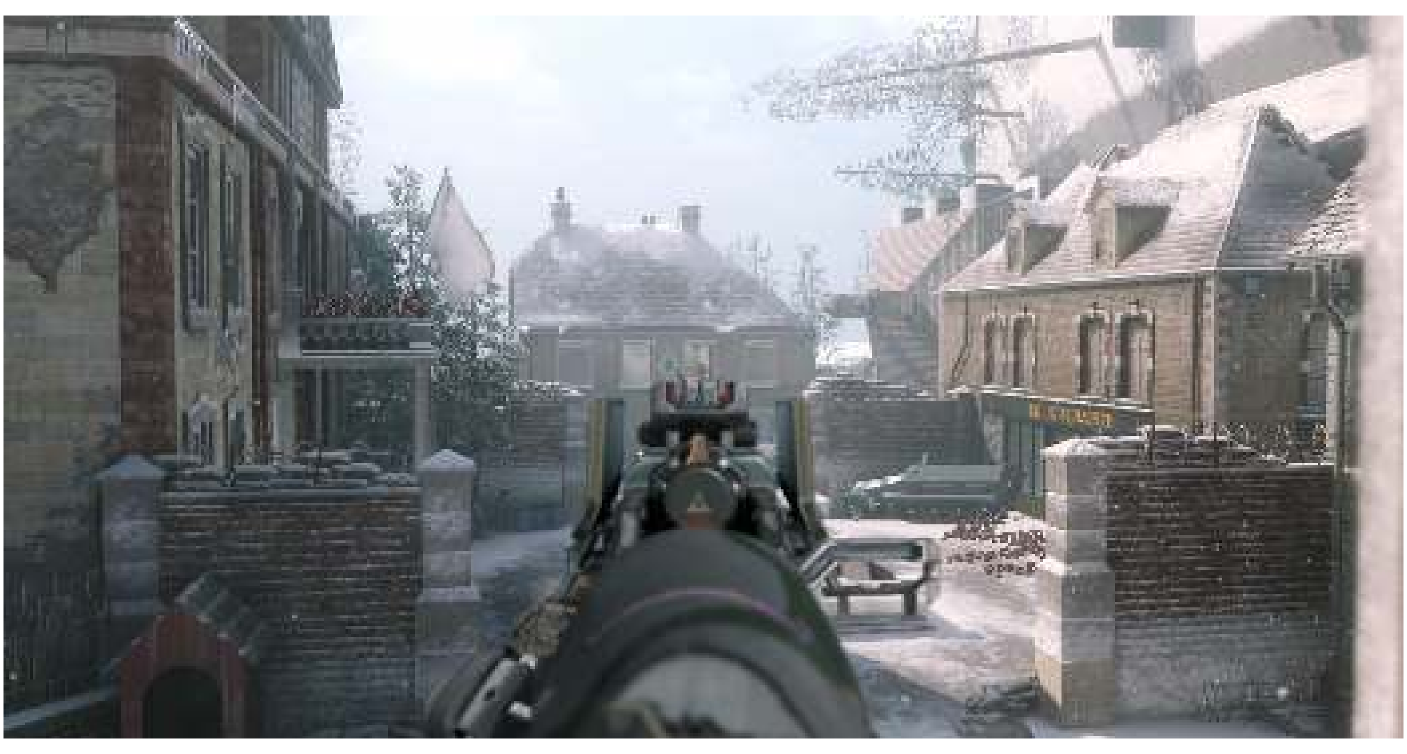

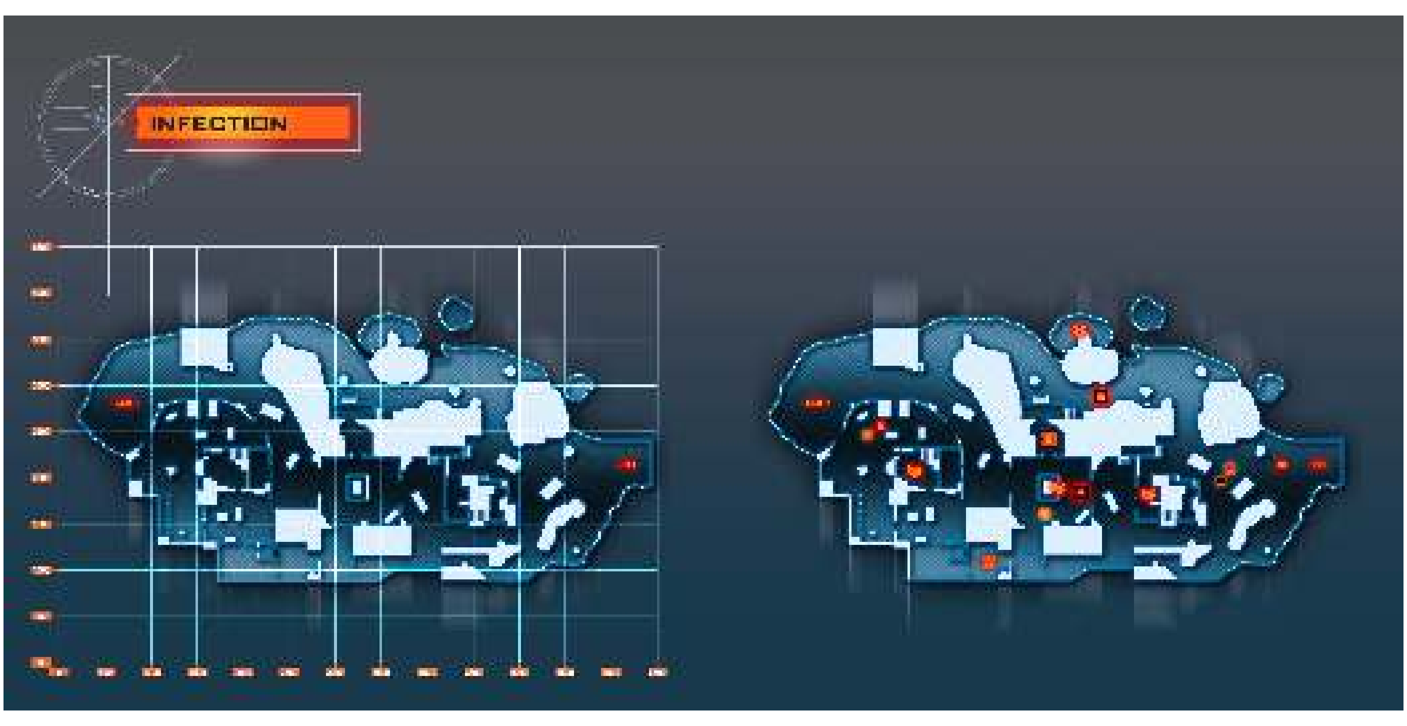

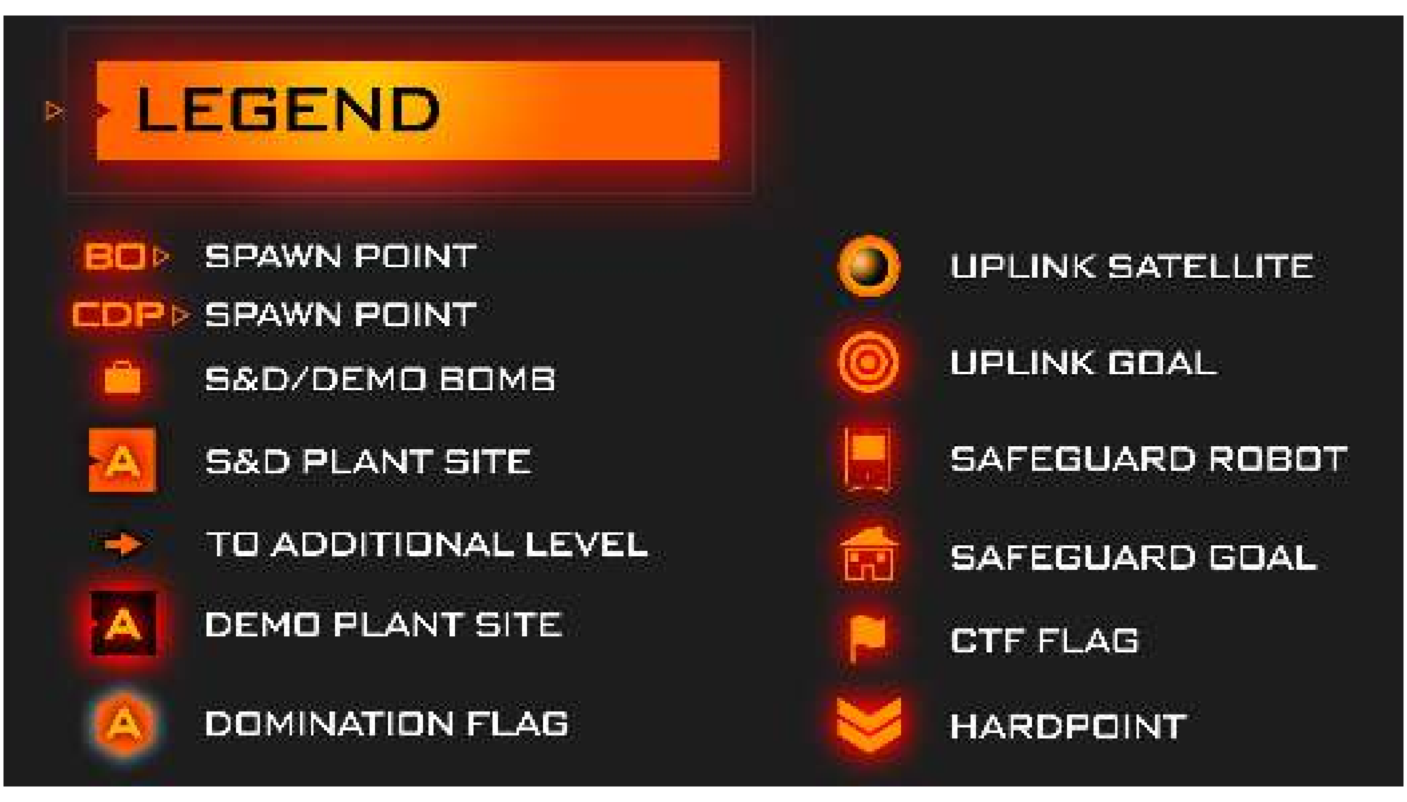
LEGEND
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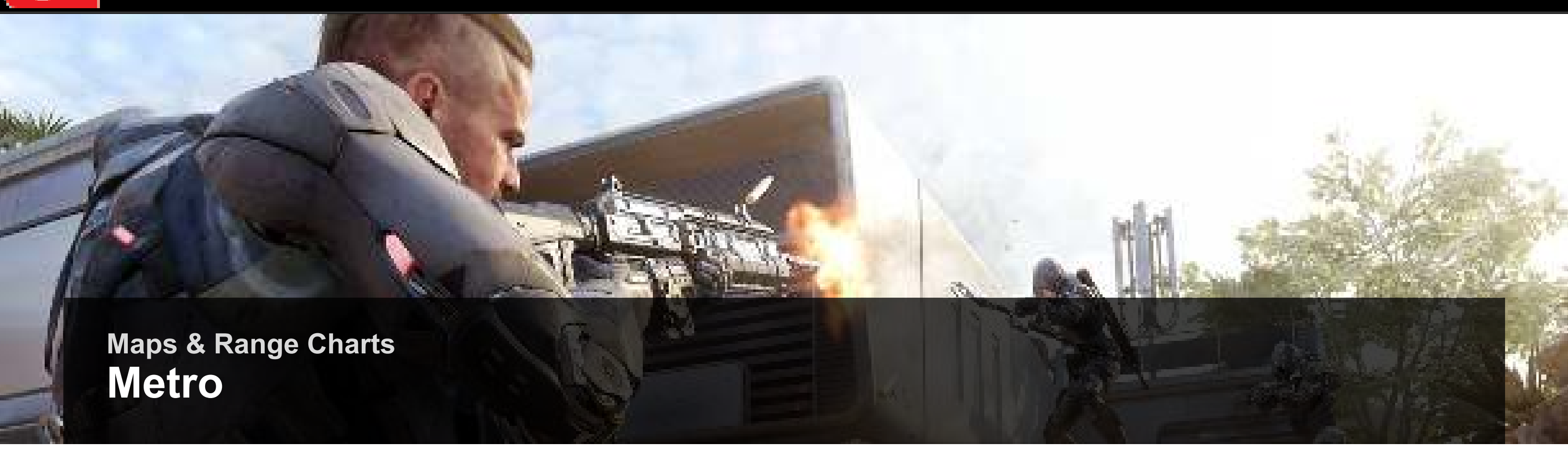
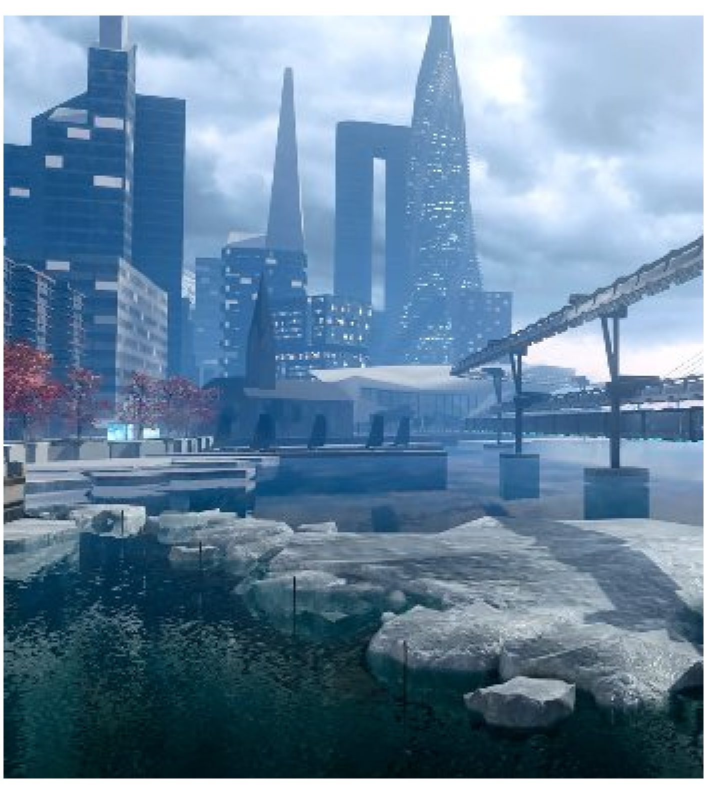


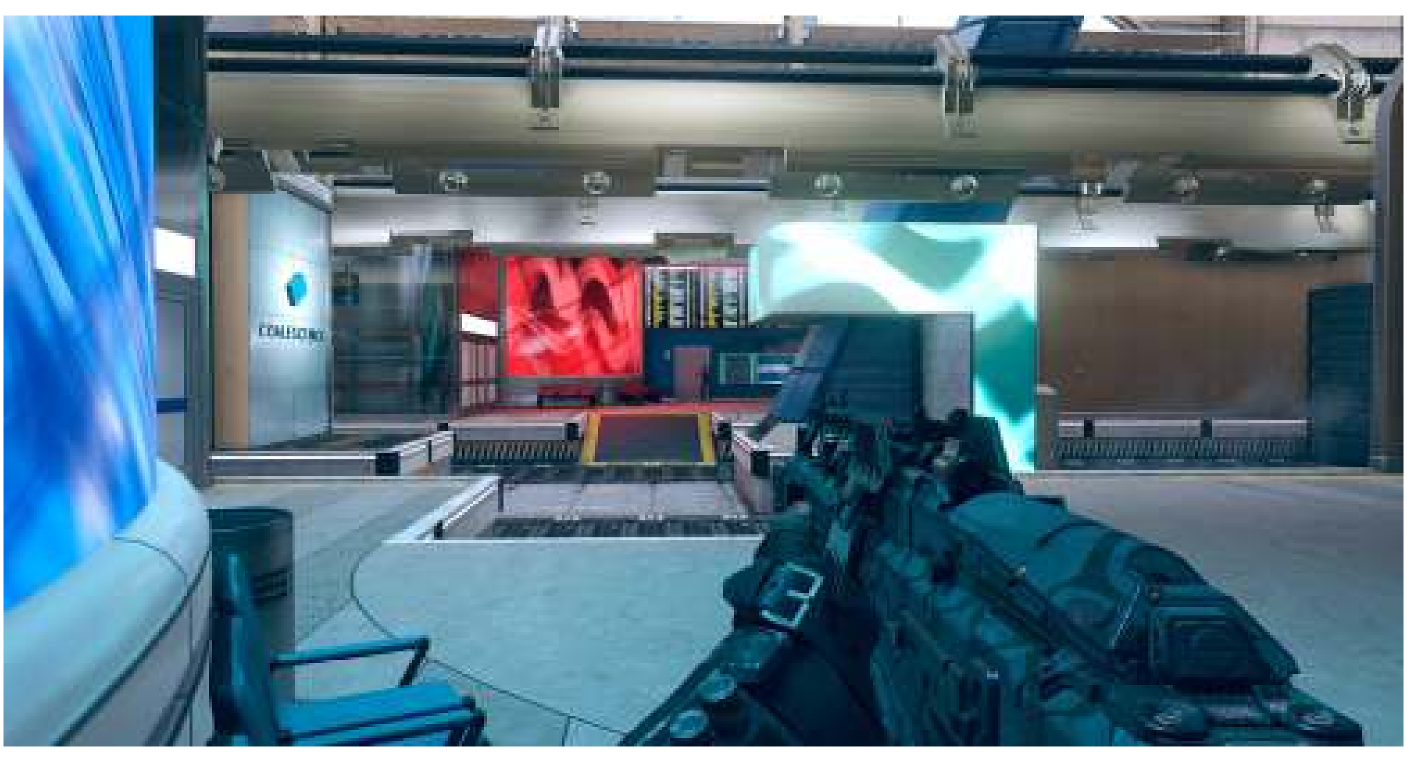
Maps & Range Charts

Metro



High-speed mass transit rail station in the heart of snowy Zurich.

Distance 1500



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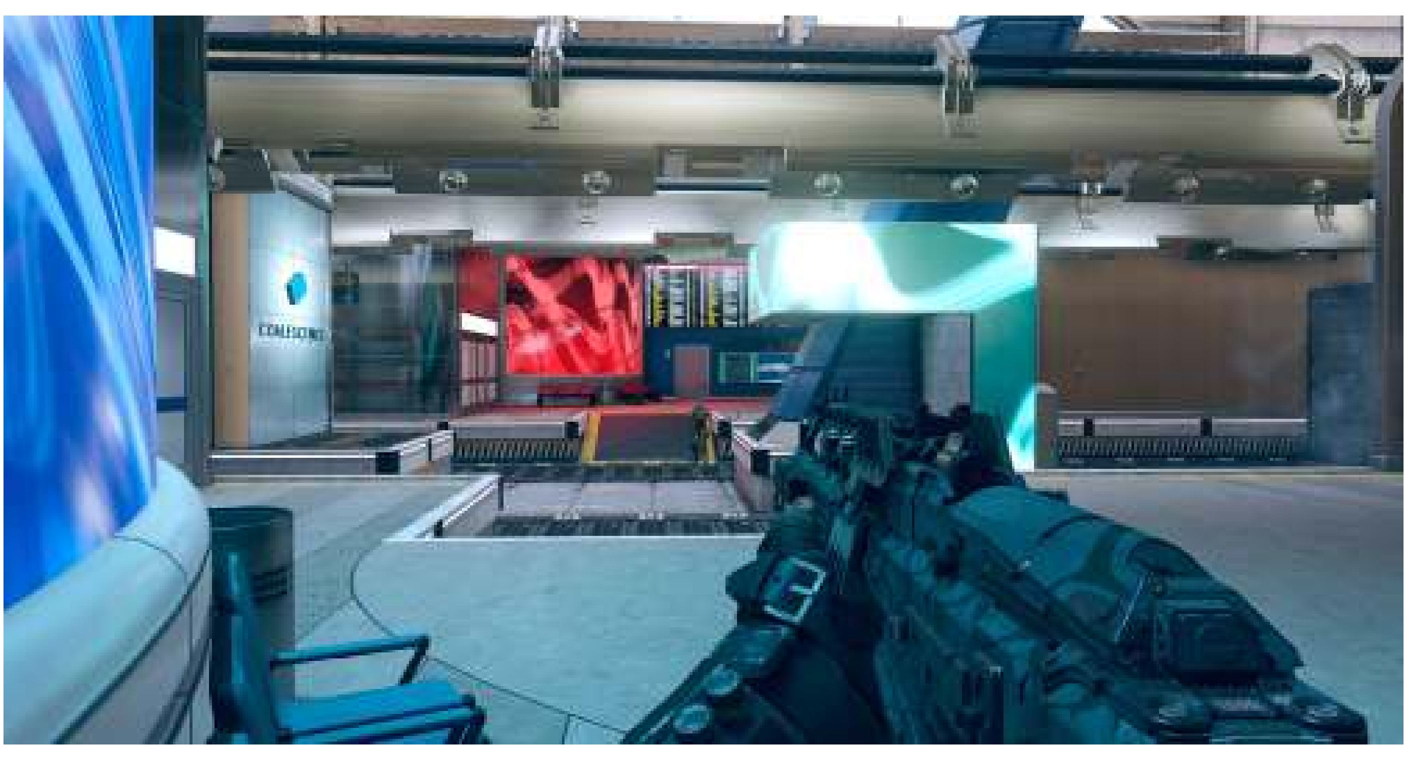

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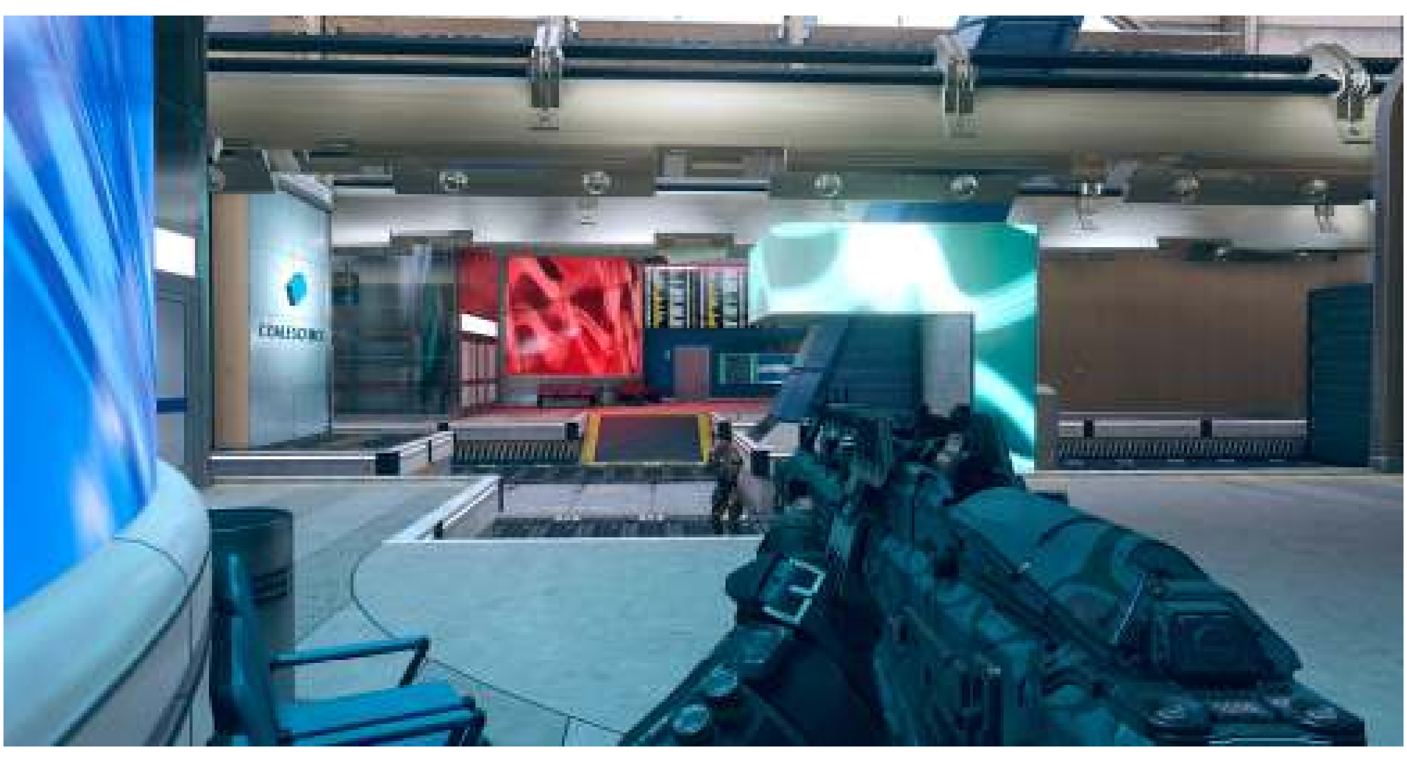

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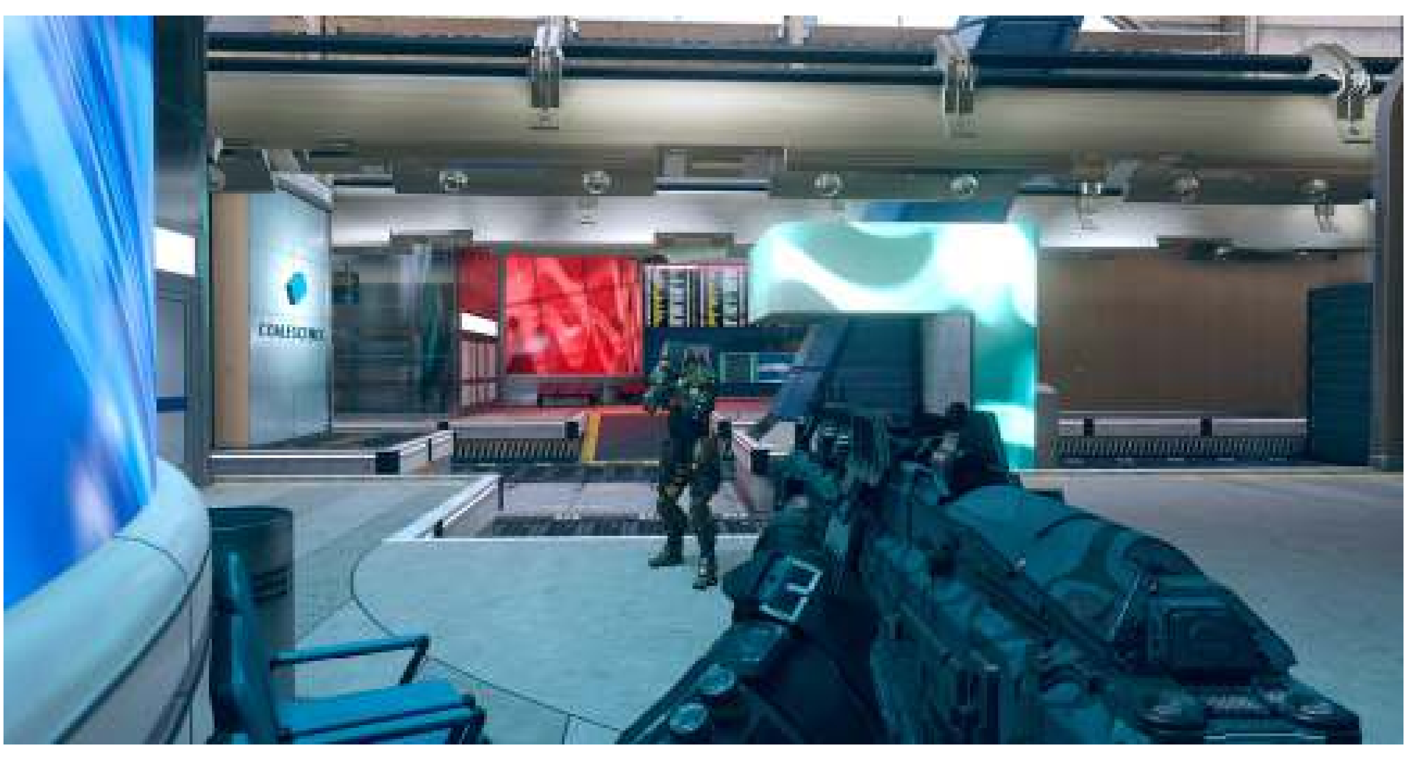

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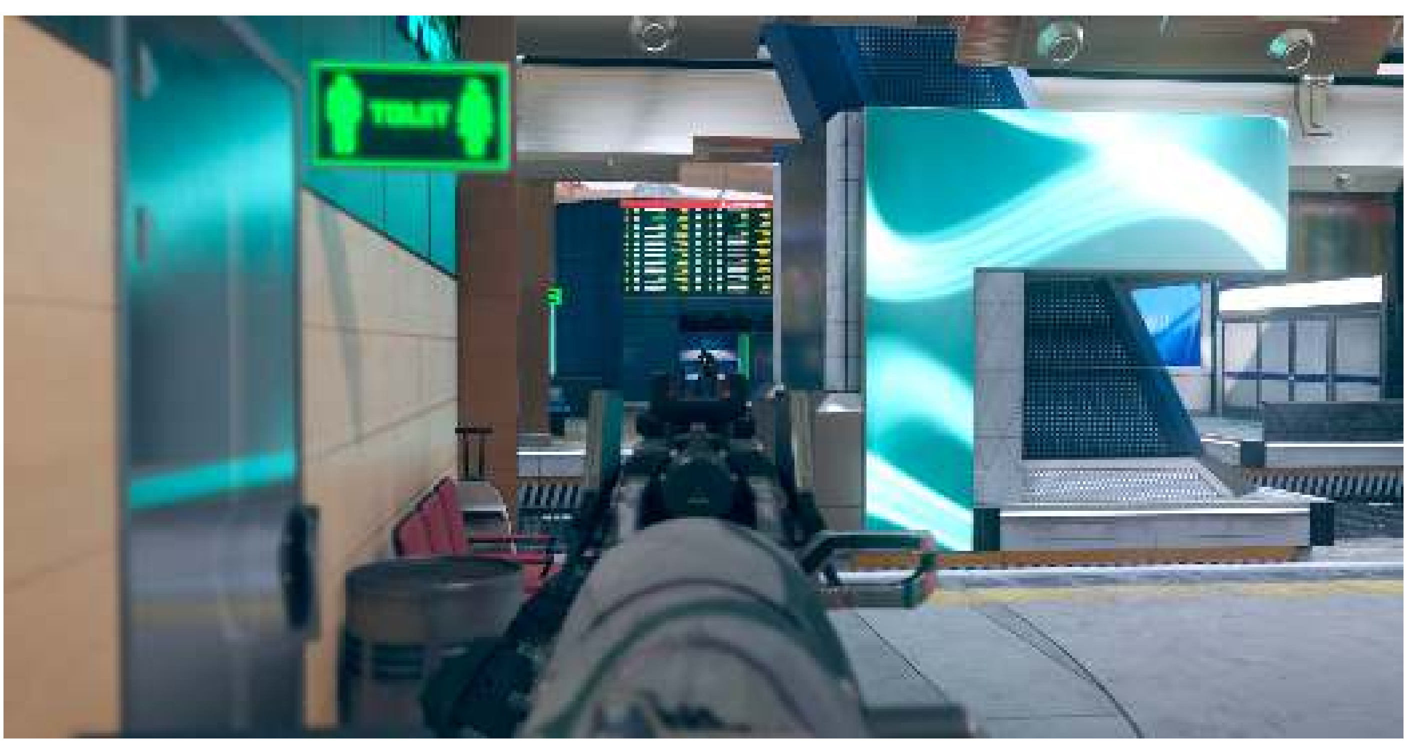

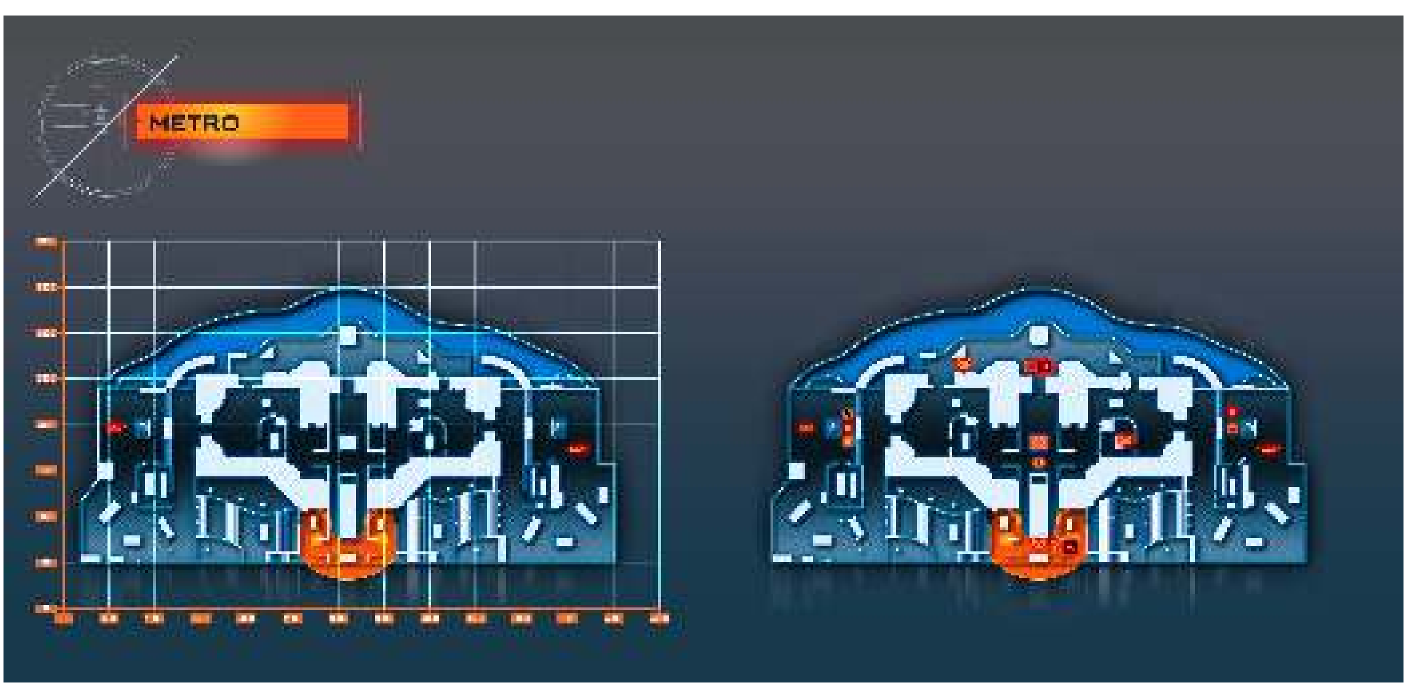

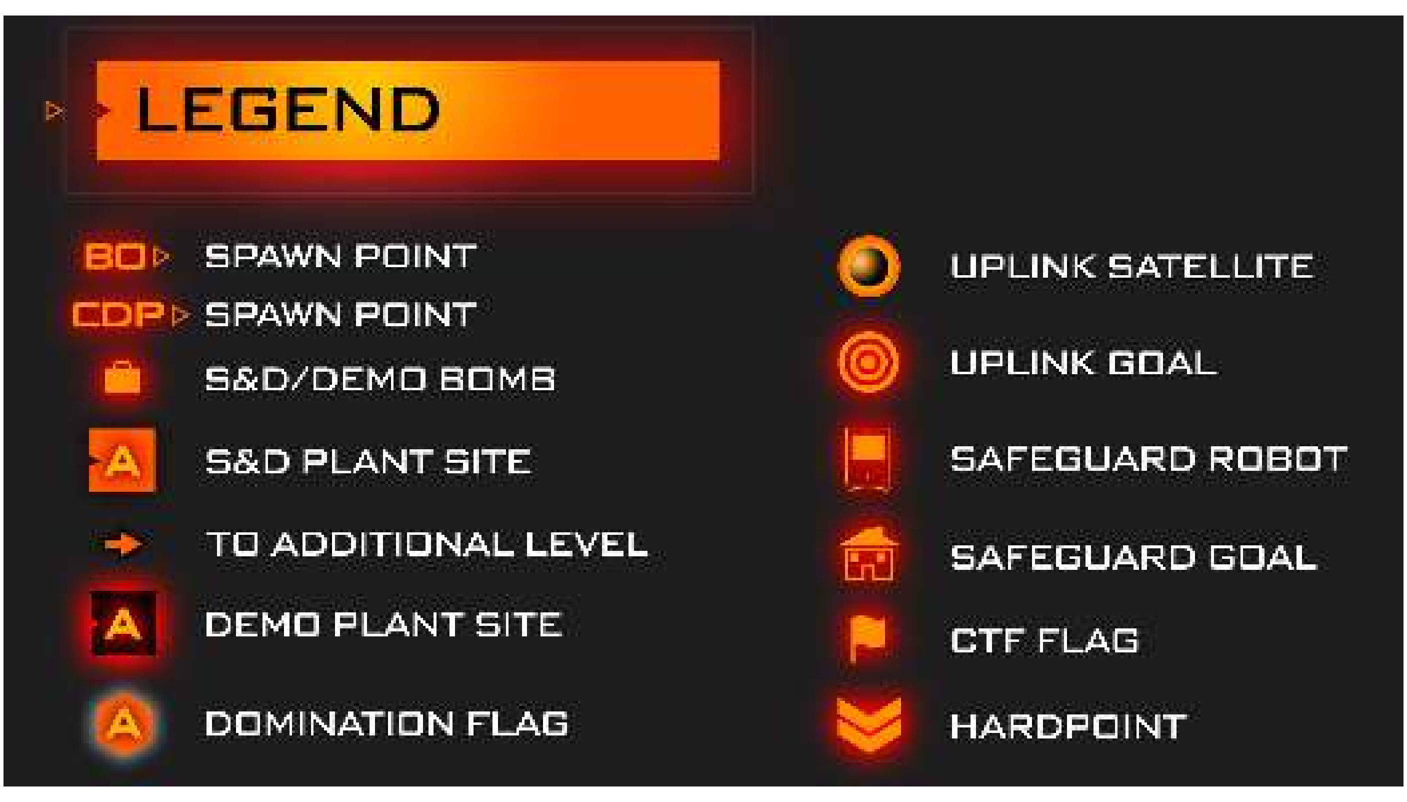
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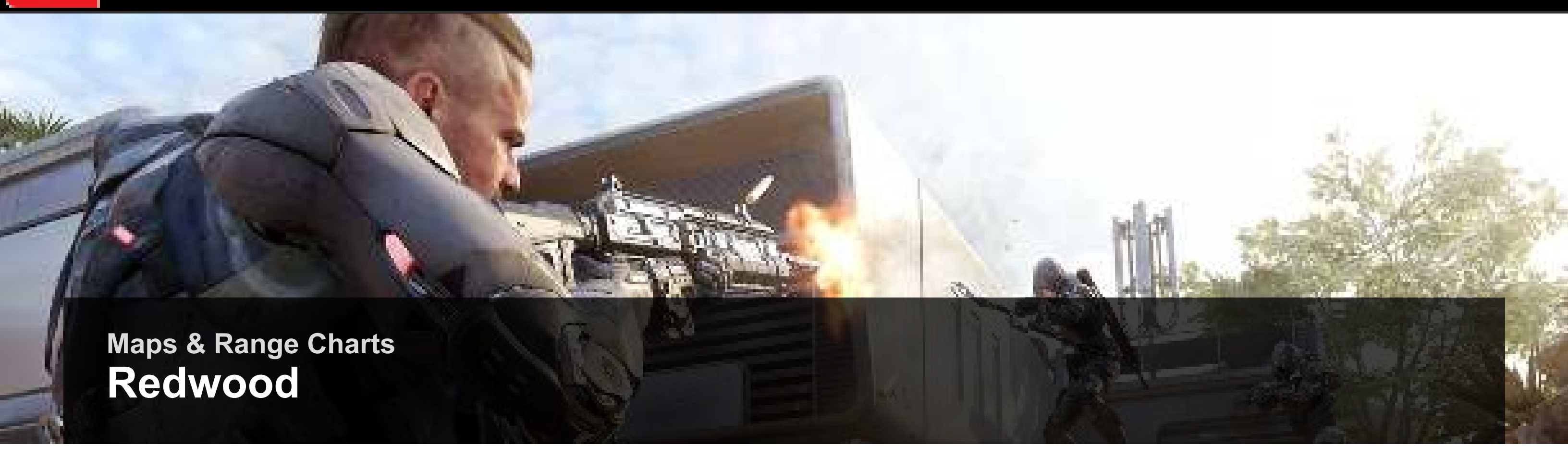
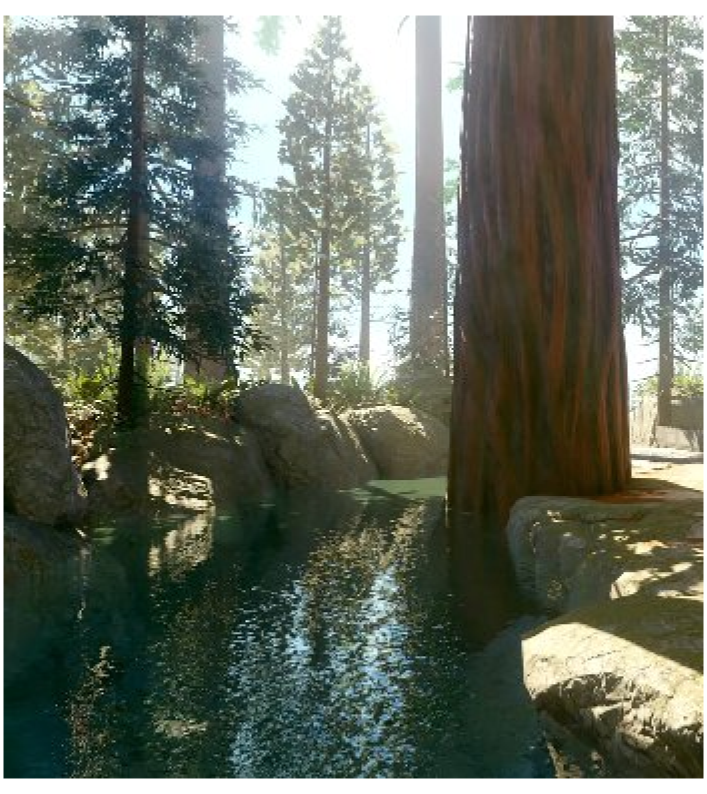


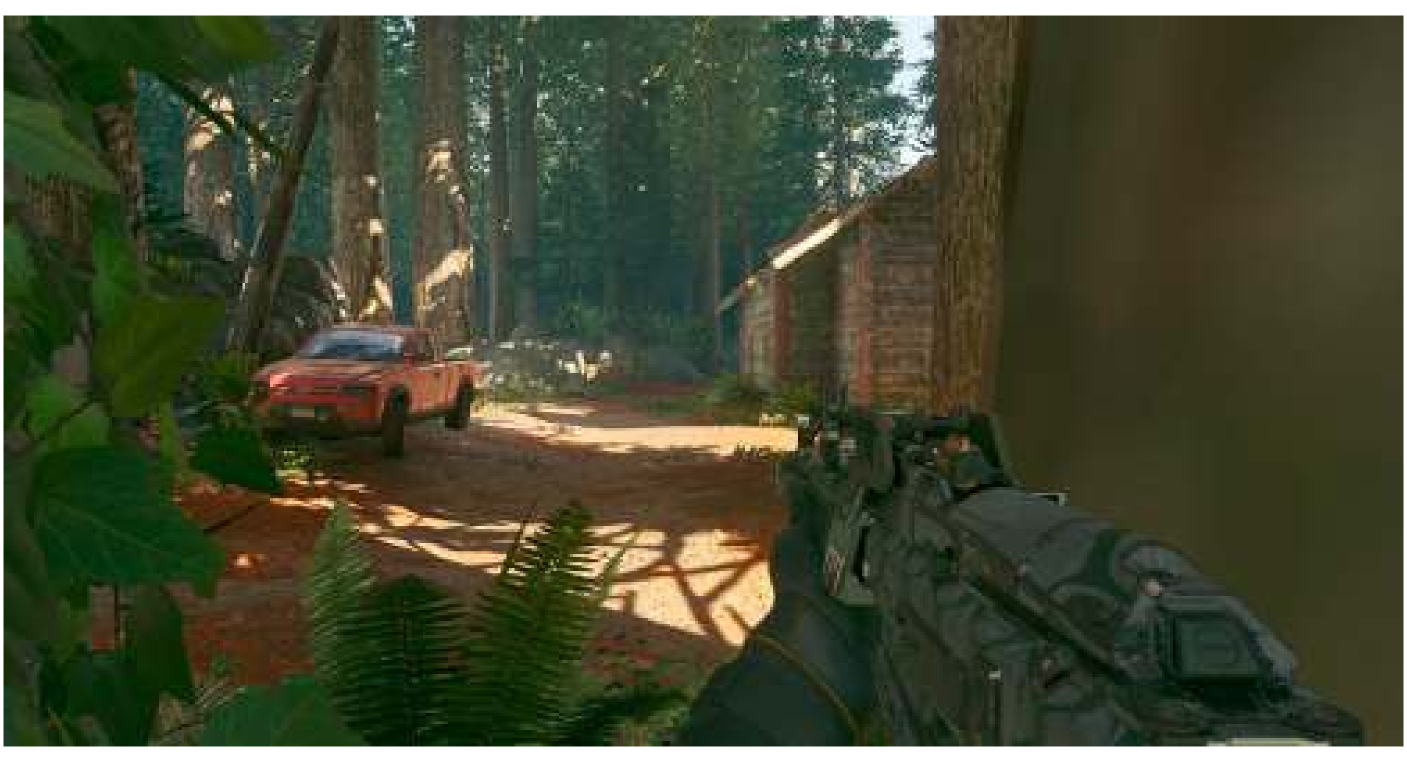
Maps & Range Charts

Redwood



Coastal D.E.A.D. defensive fortification in the Redwoods of Northern California.

Distance 1500



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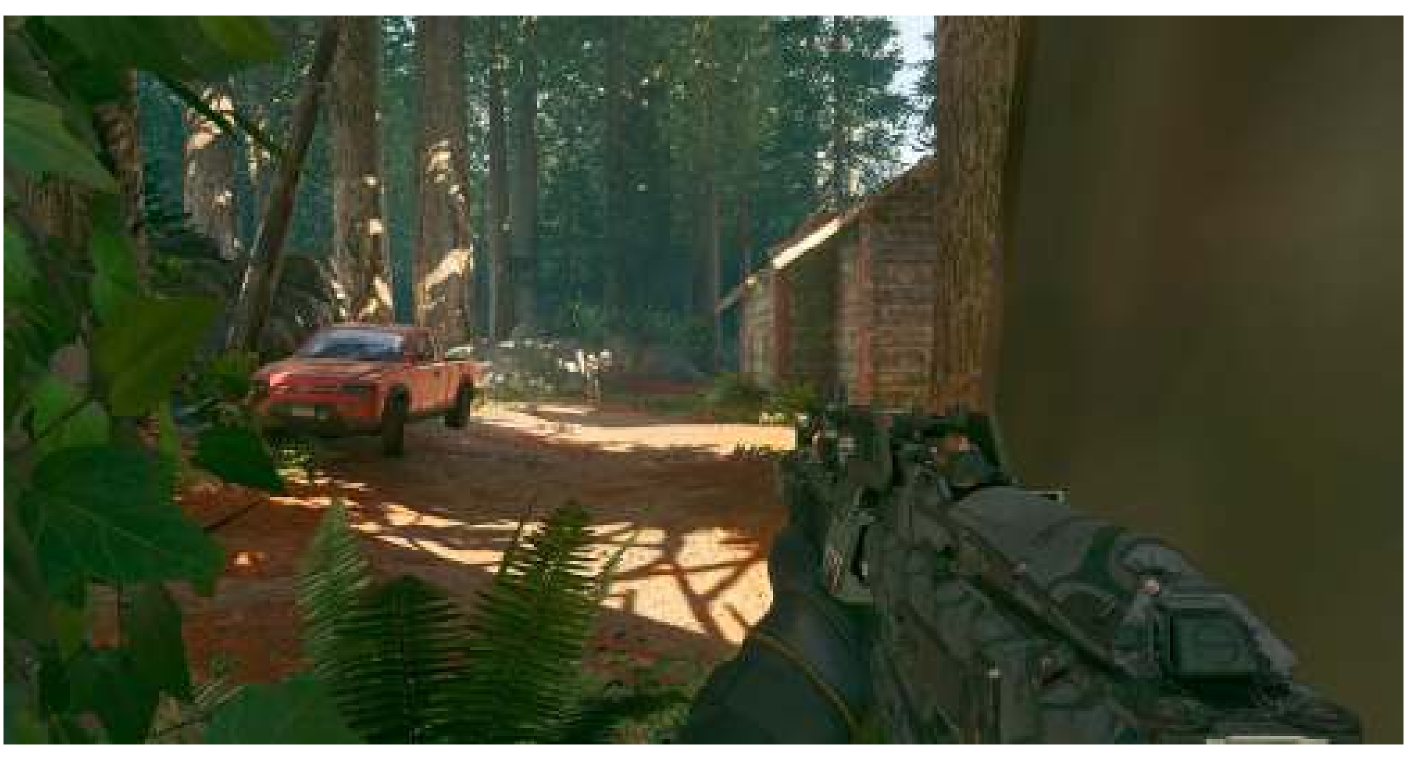

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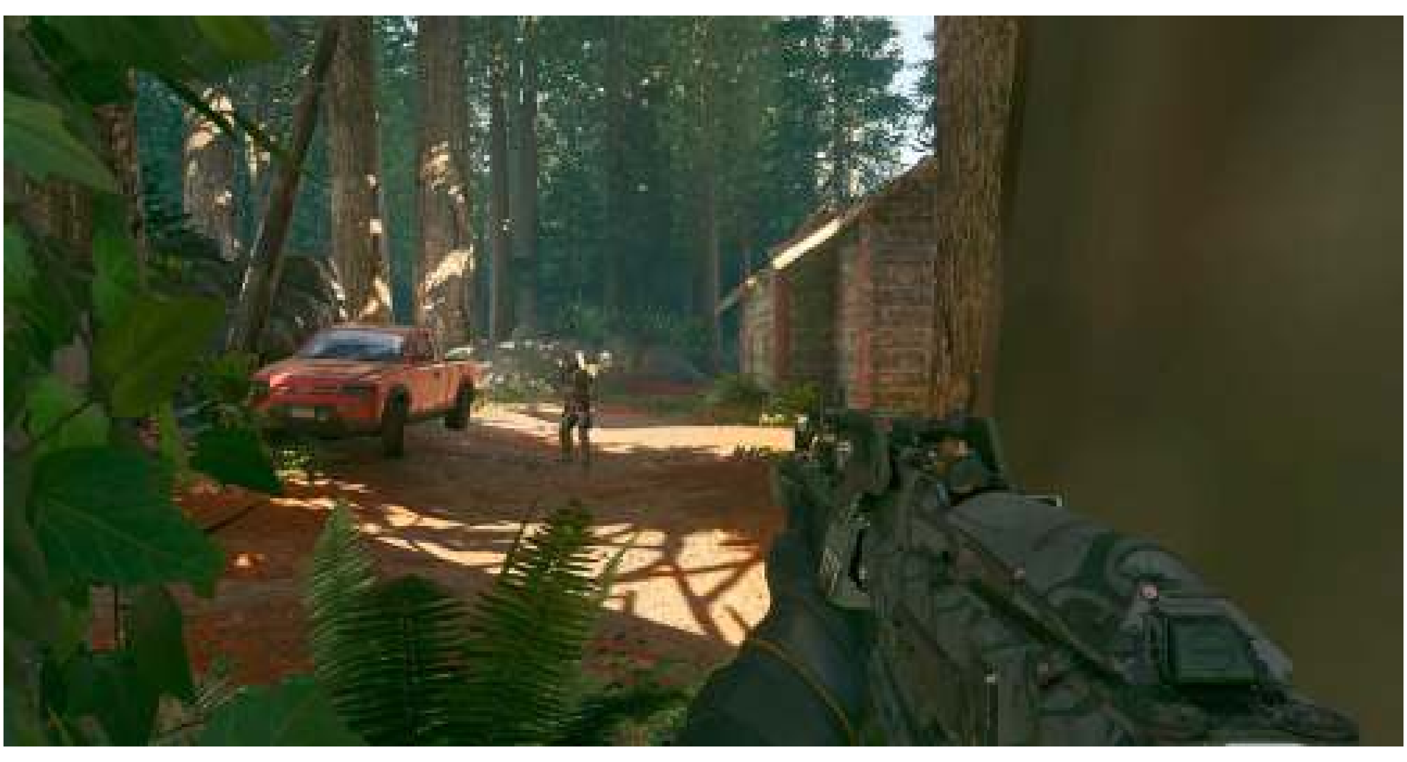

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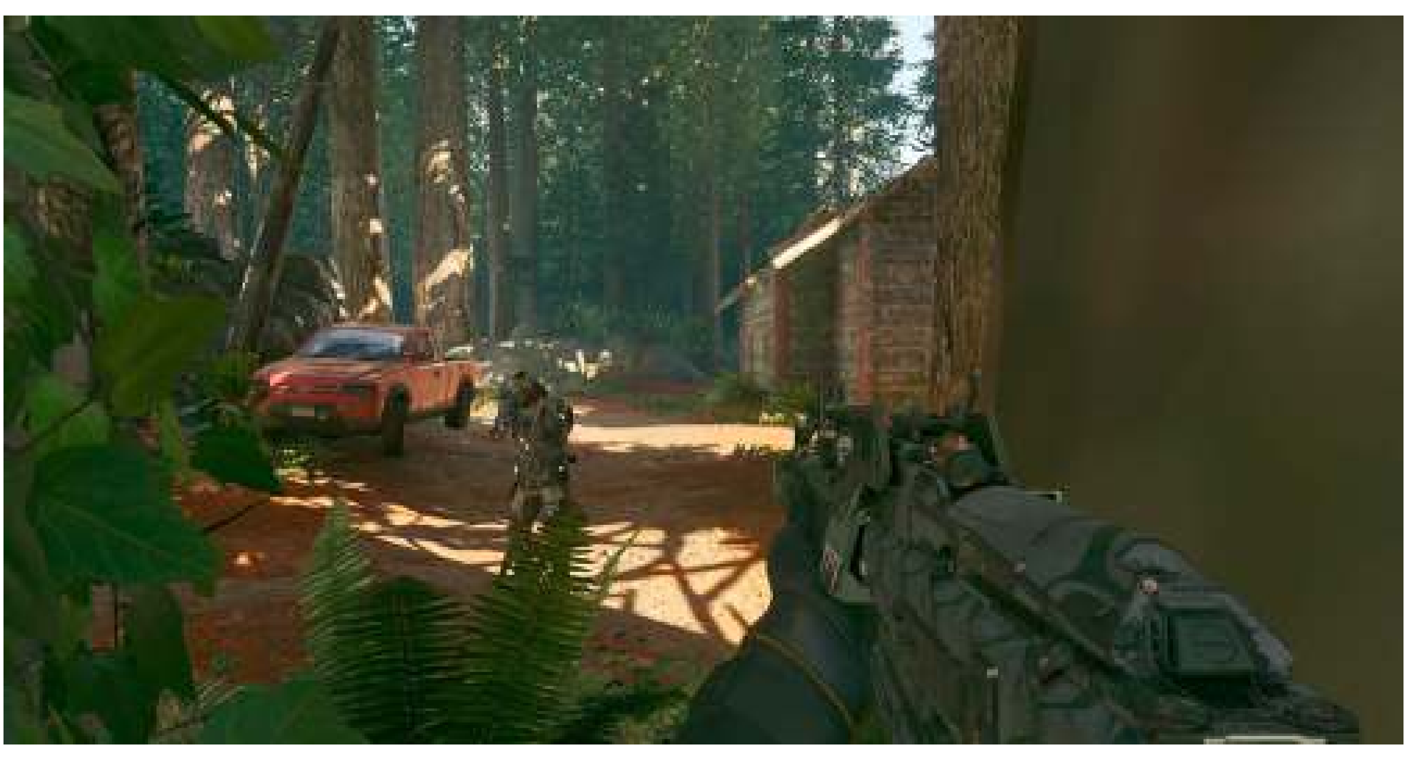

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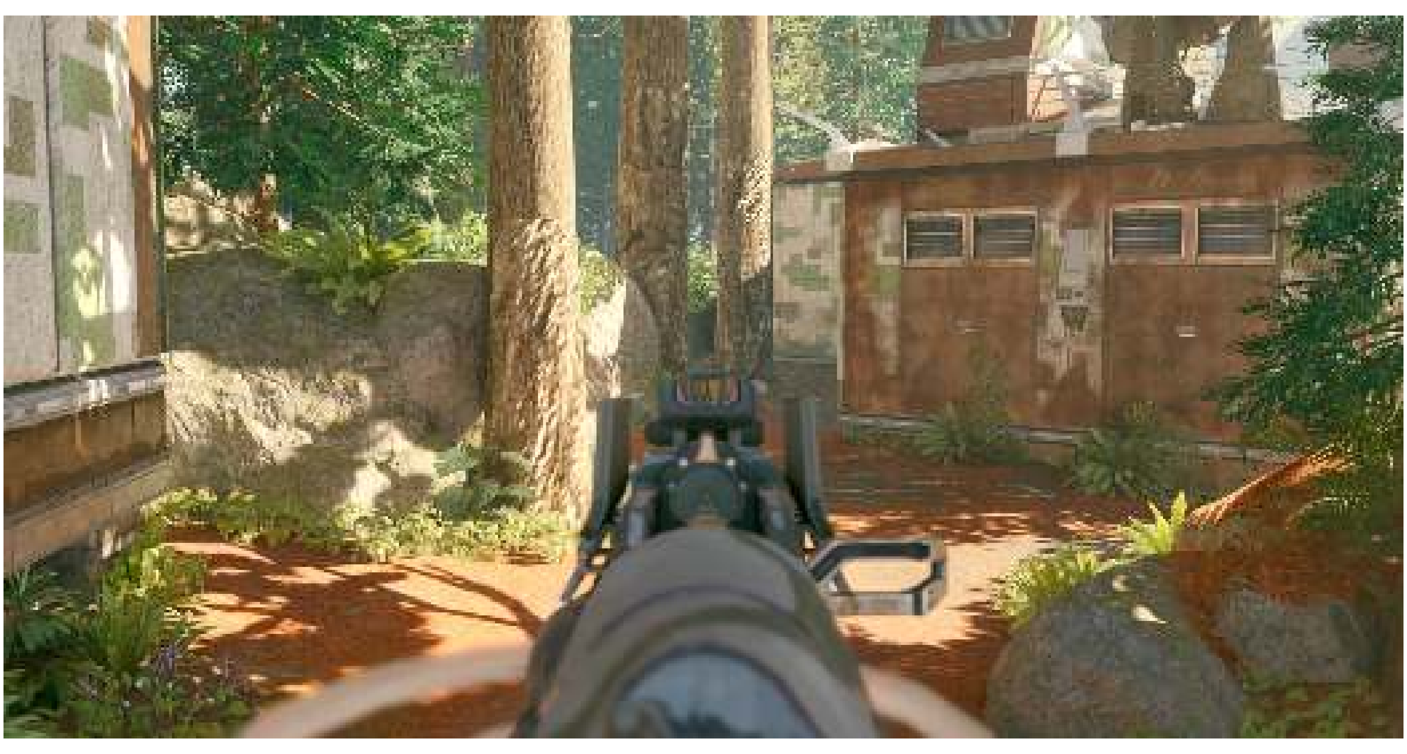
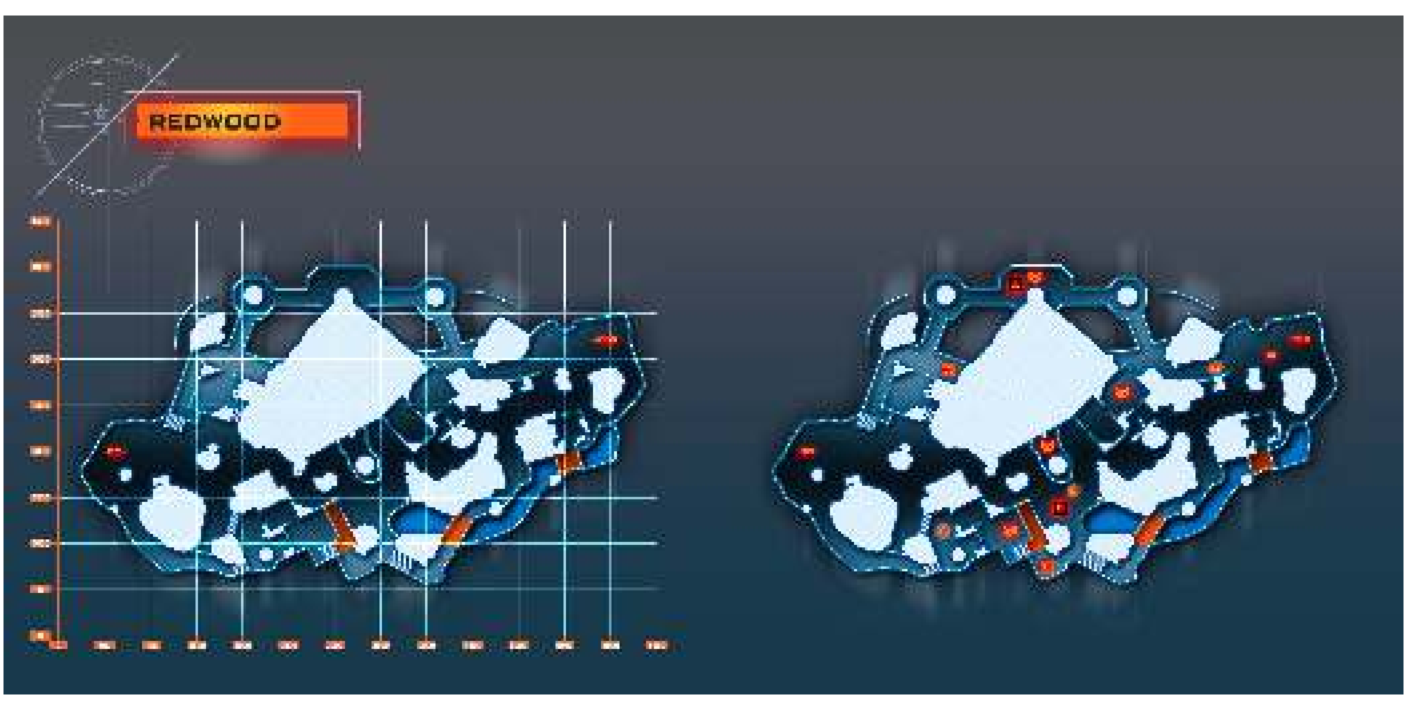
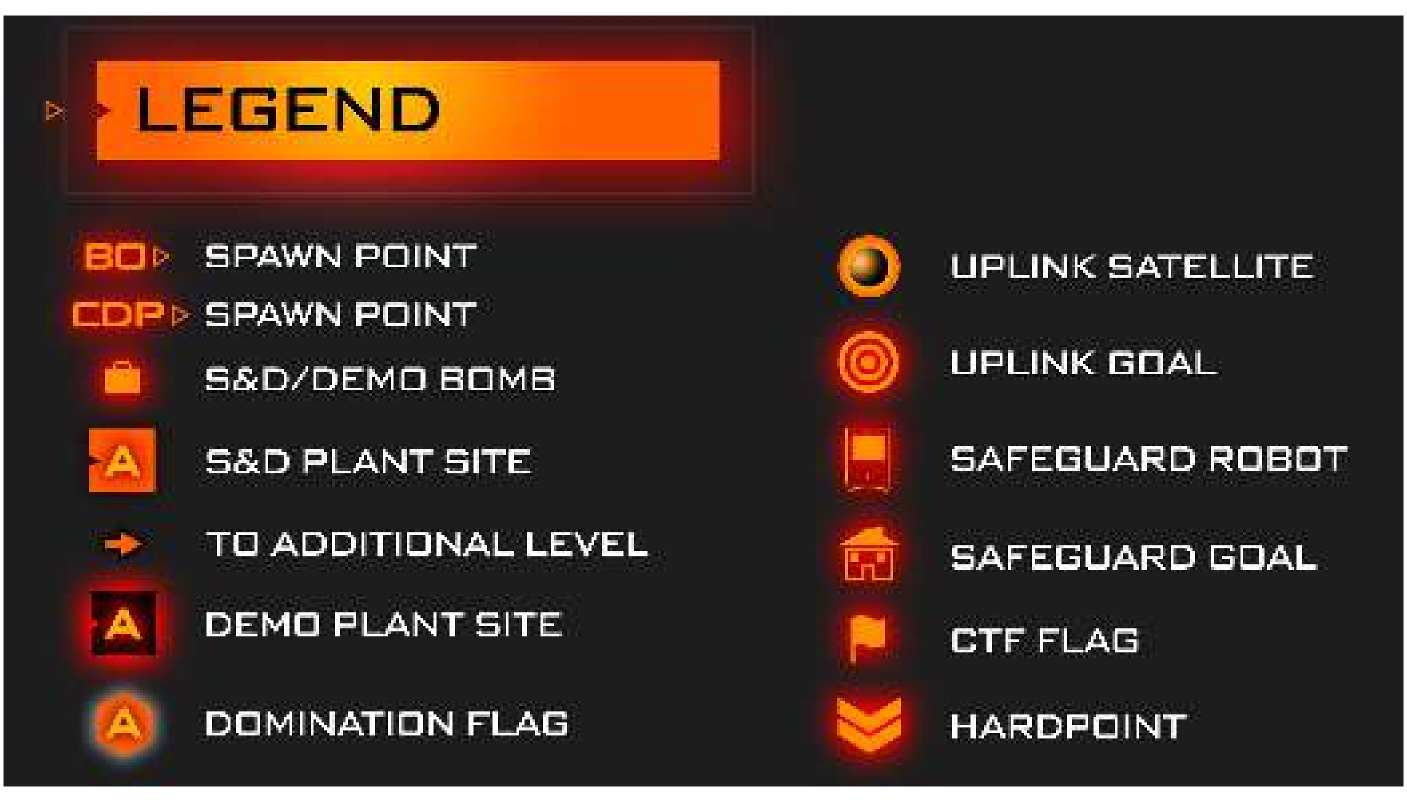
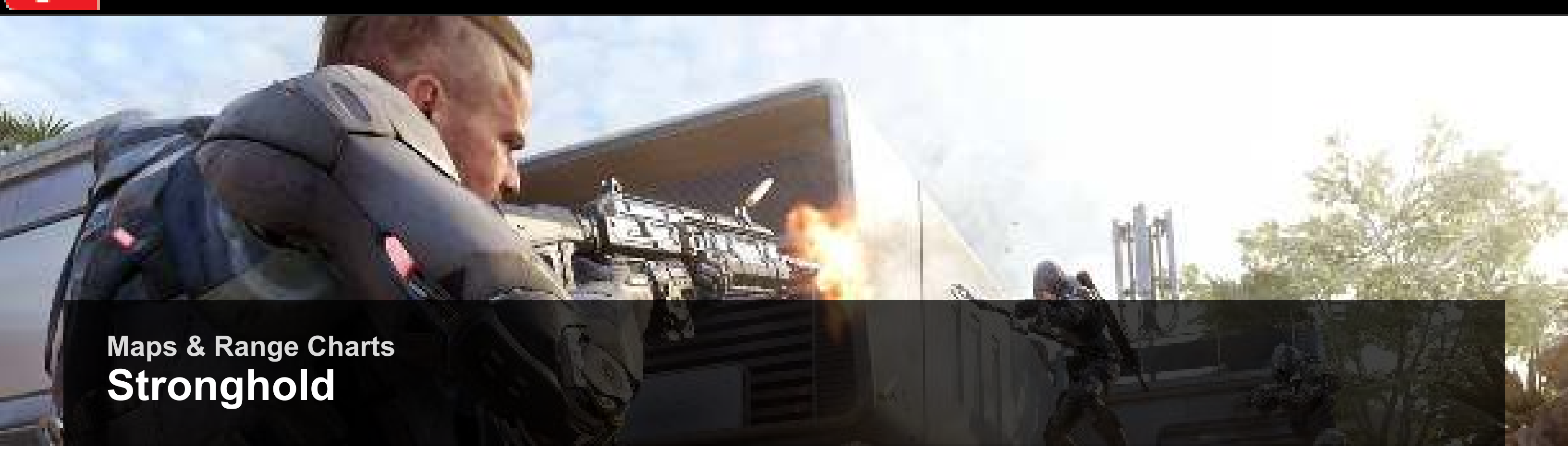





LEGEND
BO SPAWN POINT
CDP SPAWN POINT
S&D/DEMO BOMB
S&D PLANT SITE
TO ADDITIONAL LEVEL
DEMO PLANT SITE
DOMINATION FLAG
UPLINK SATELLITE
UPLINK GOAL
SAFEGUARD ROBOT
SAFEGUARD GOAL
CTF FLAG
HARDPOINT

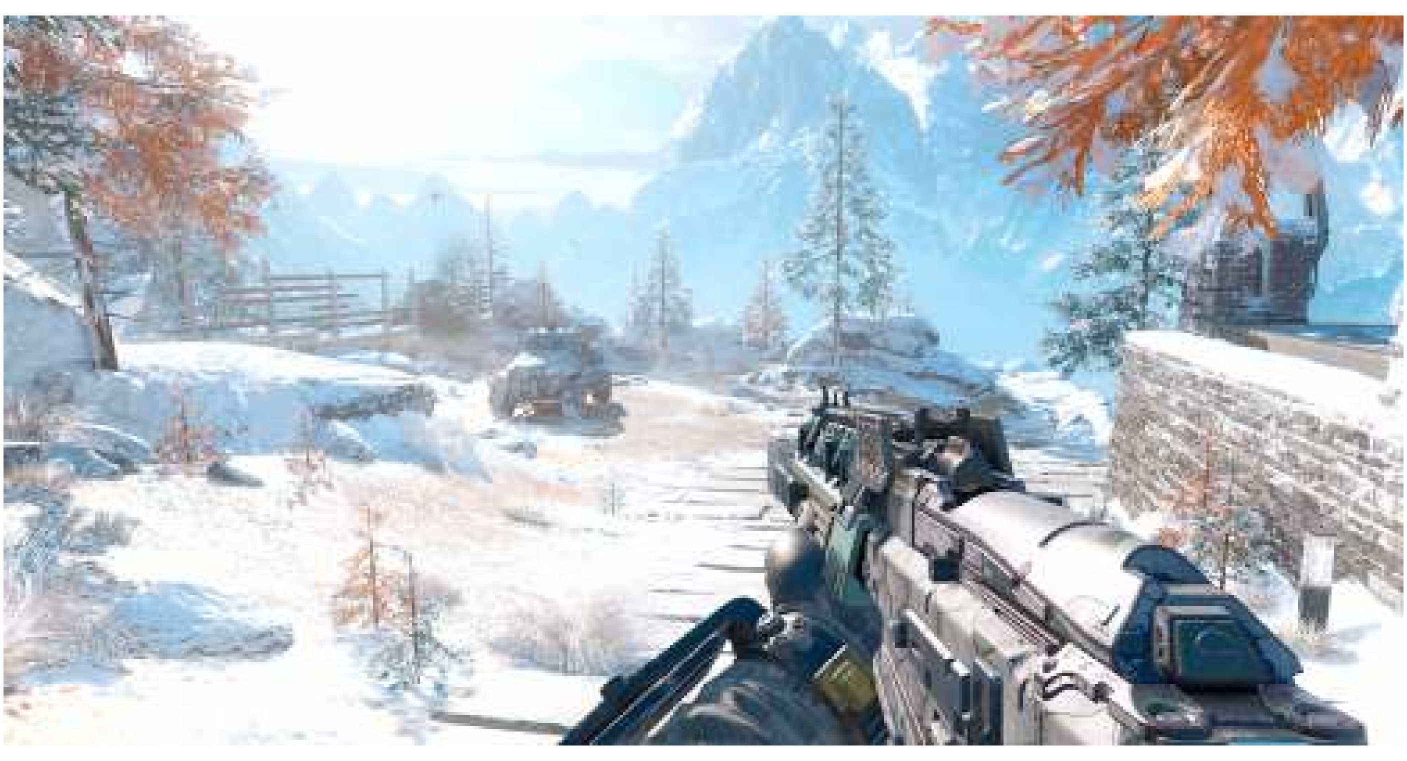


Maps & Range Charts

Stronghold

High-tech Swiss chateau in the frozen, mountainous Alps.

Distance 1500



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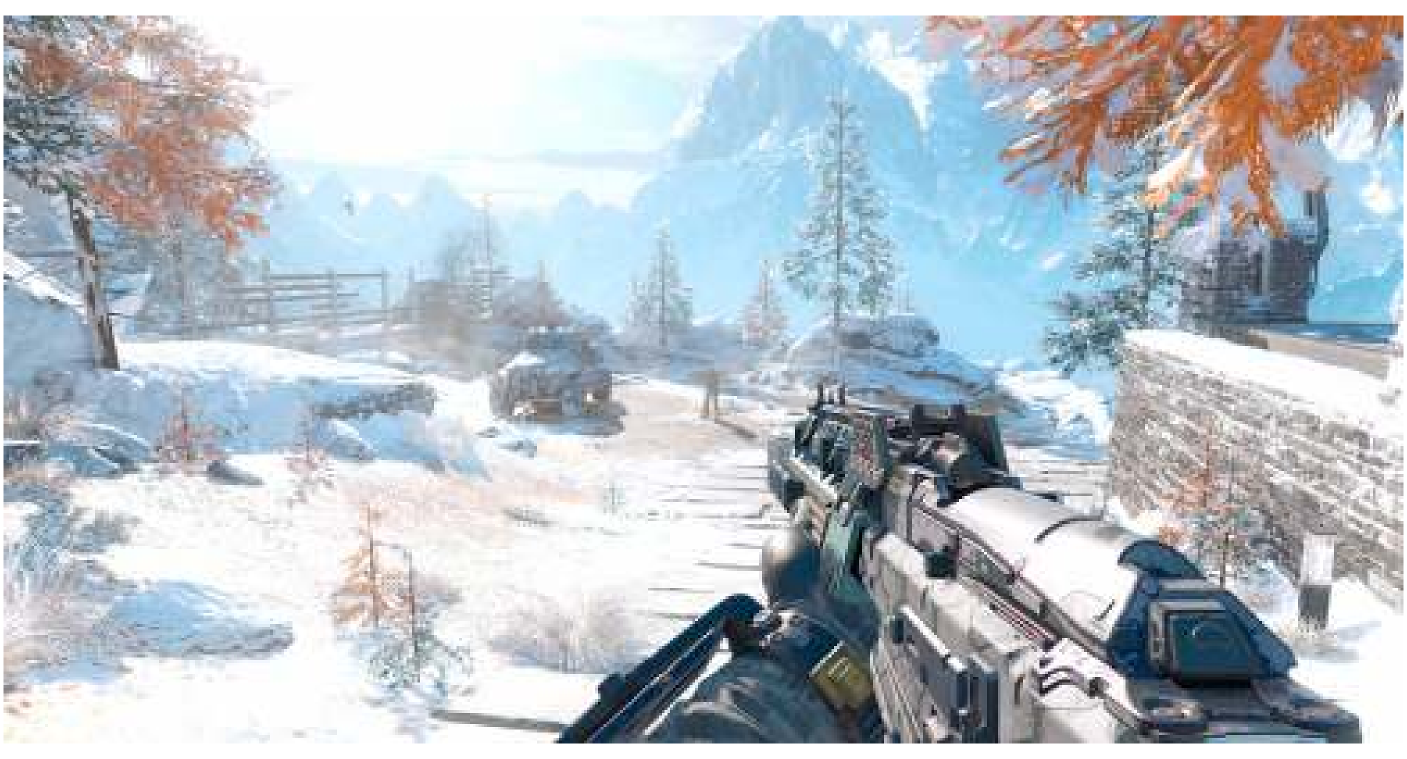

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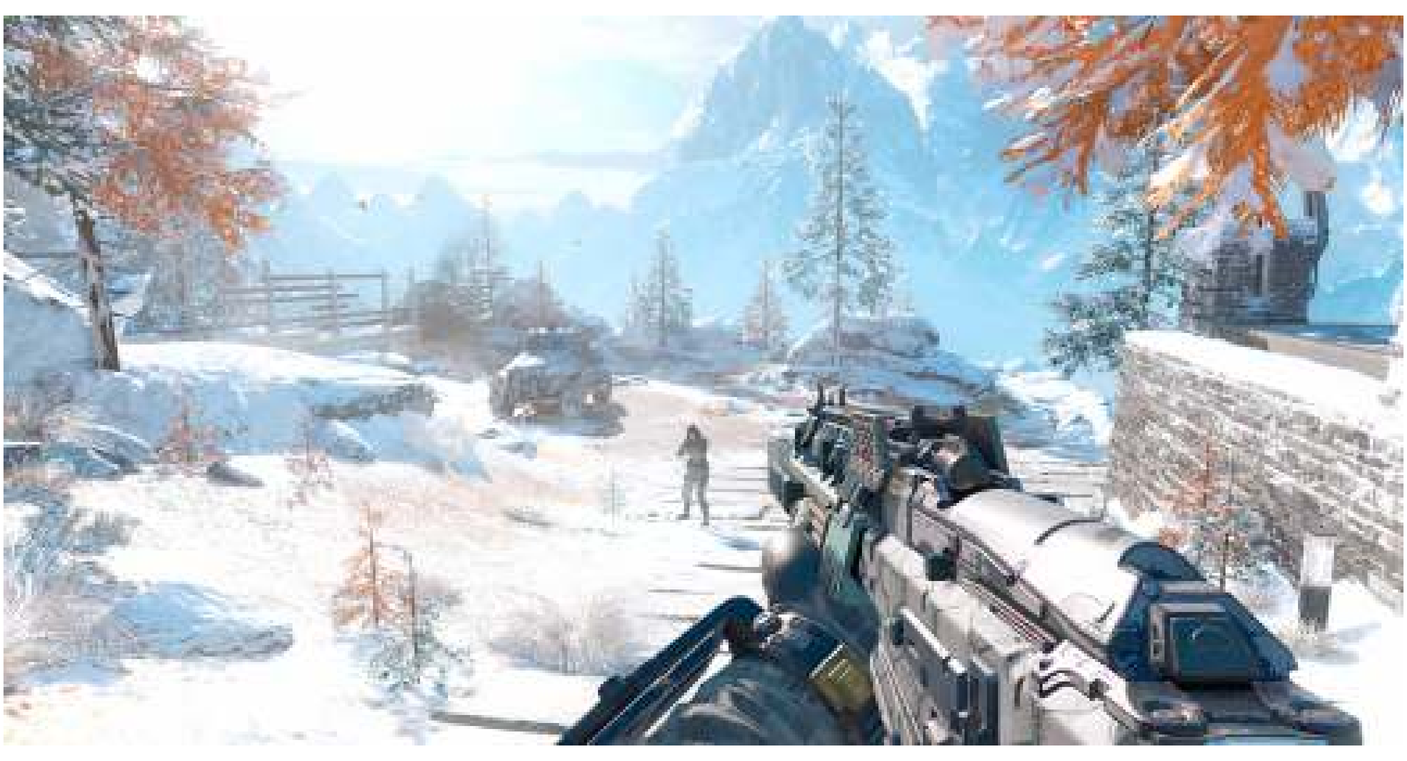

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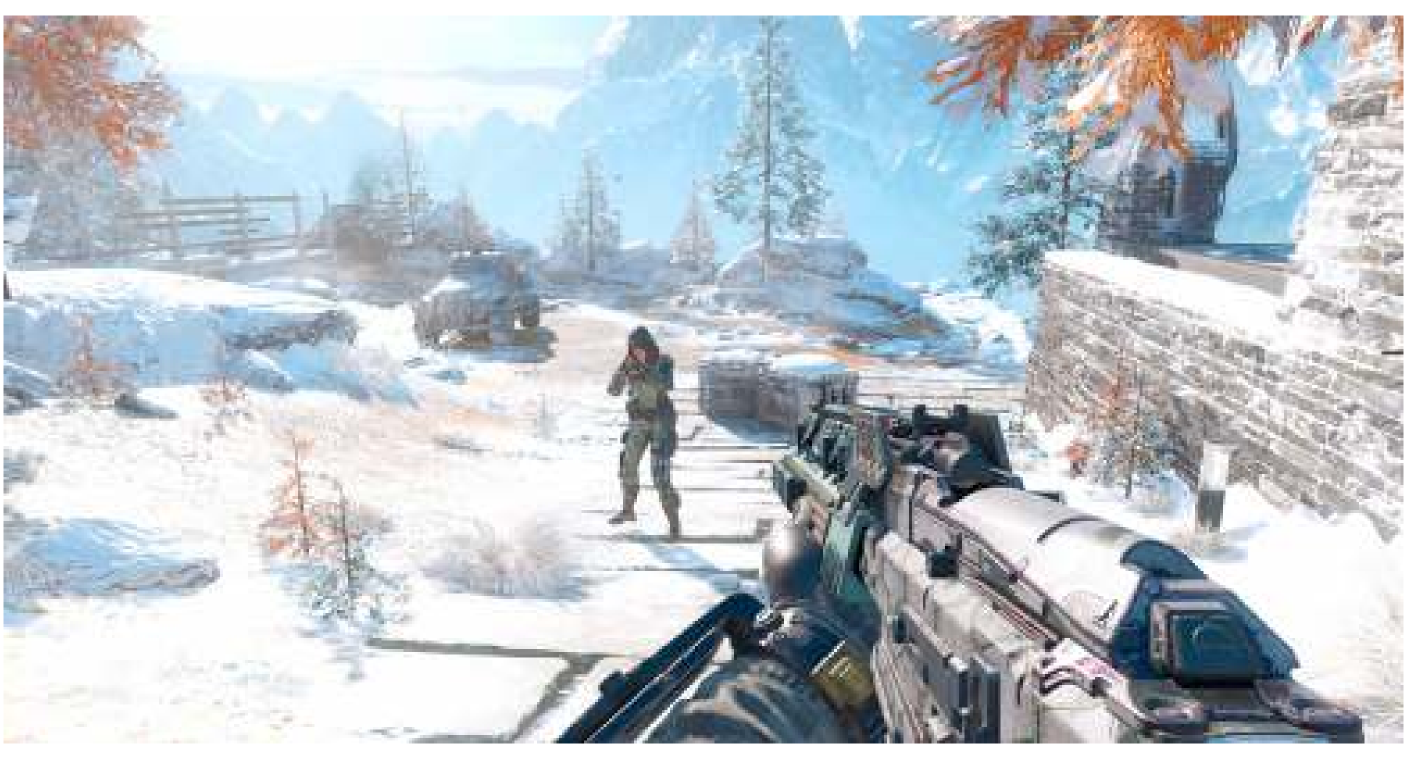
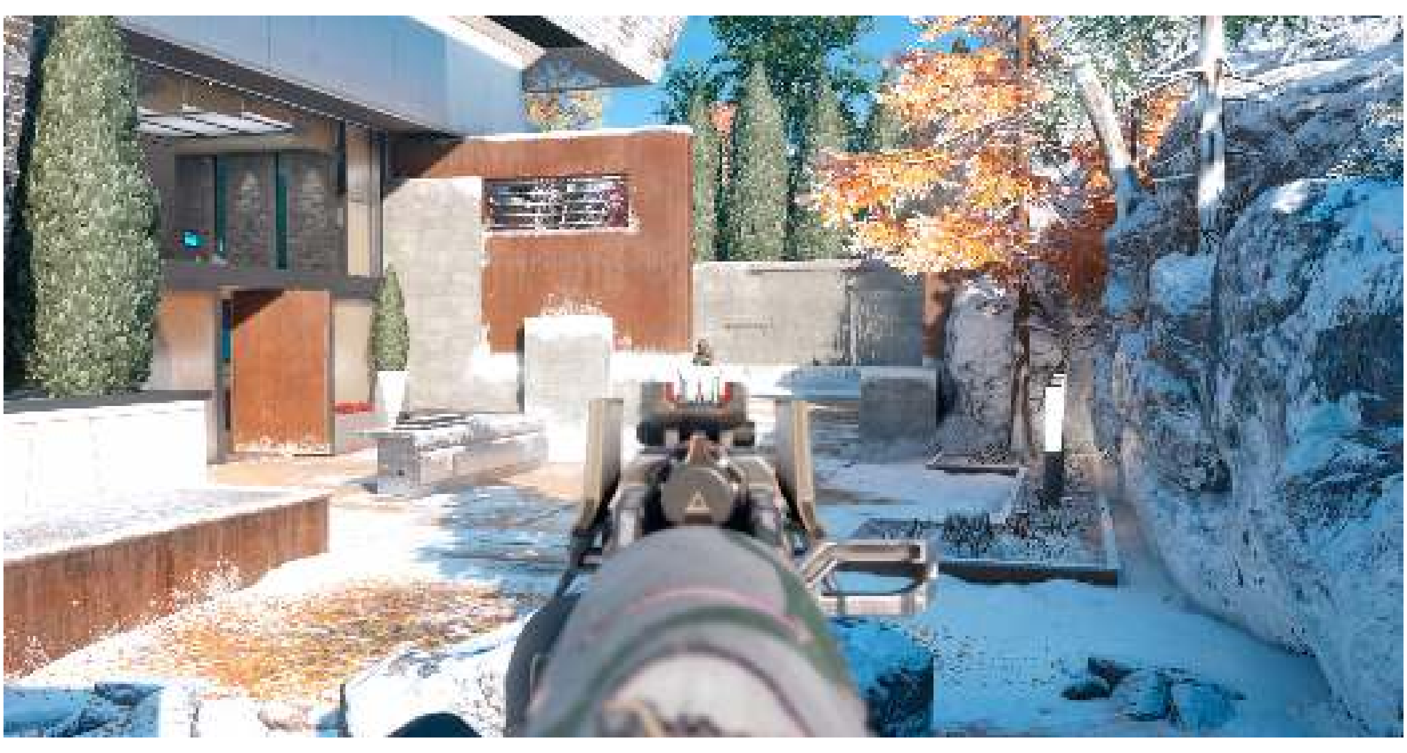
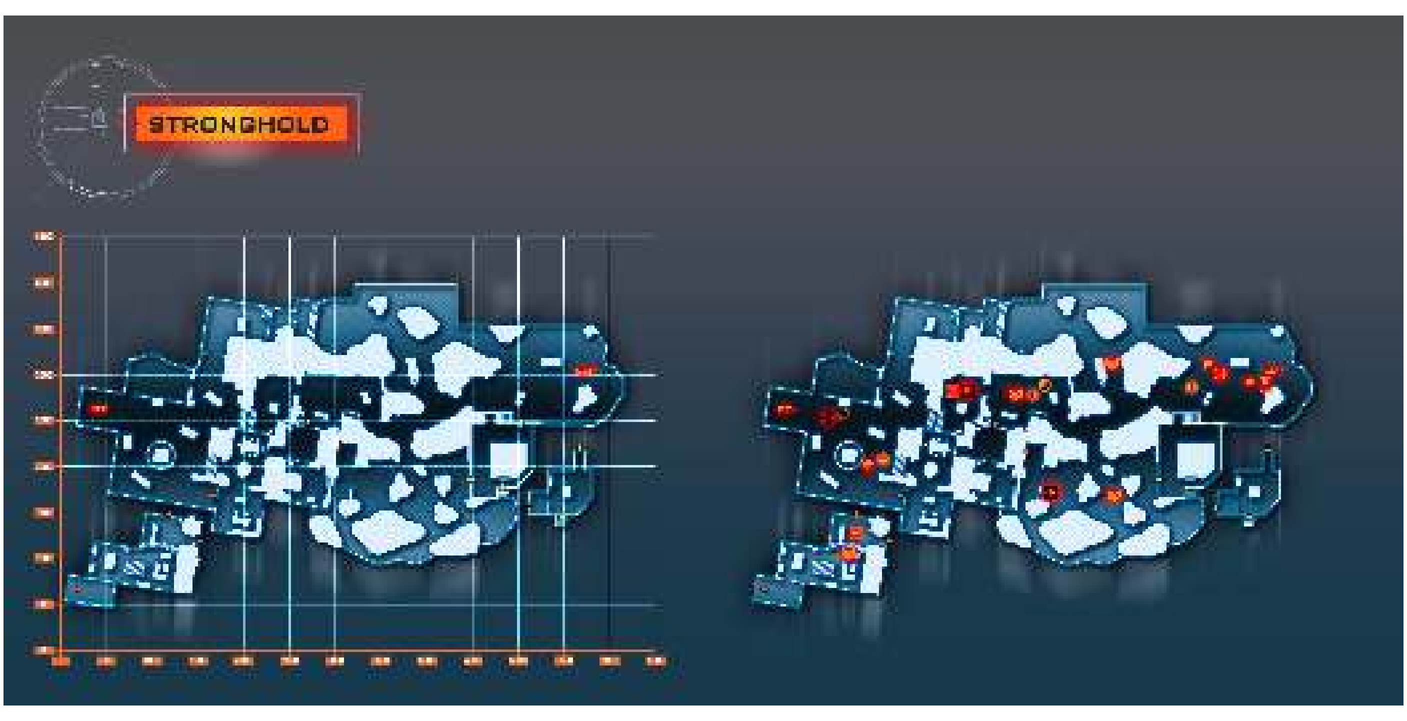
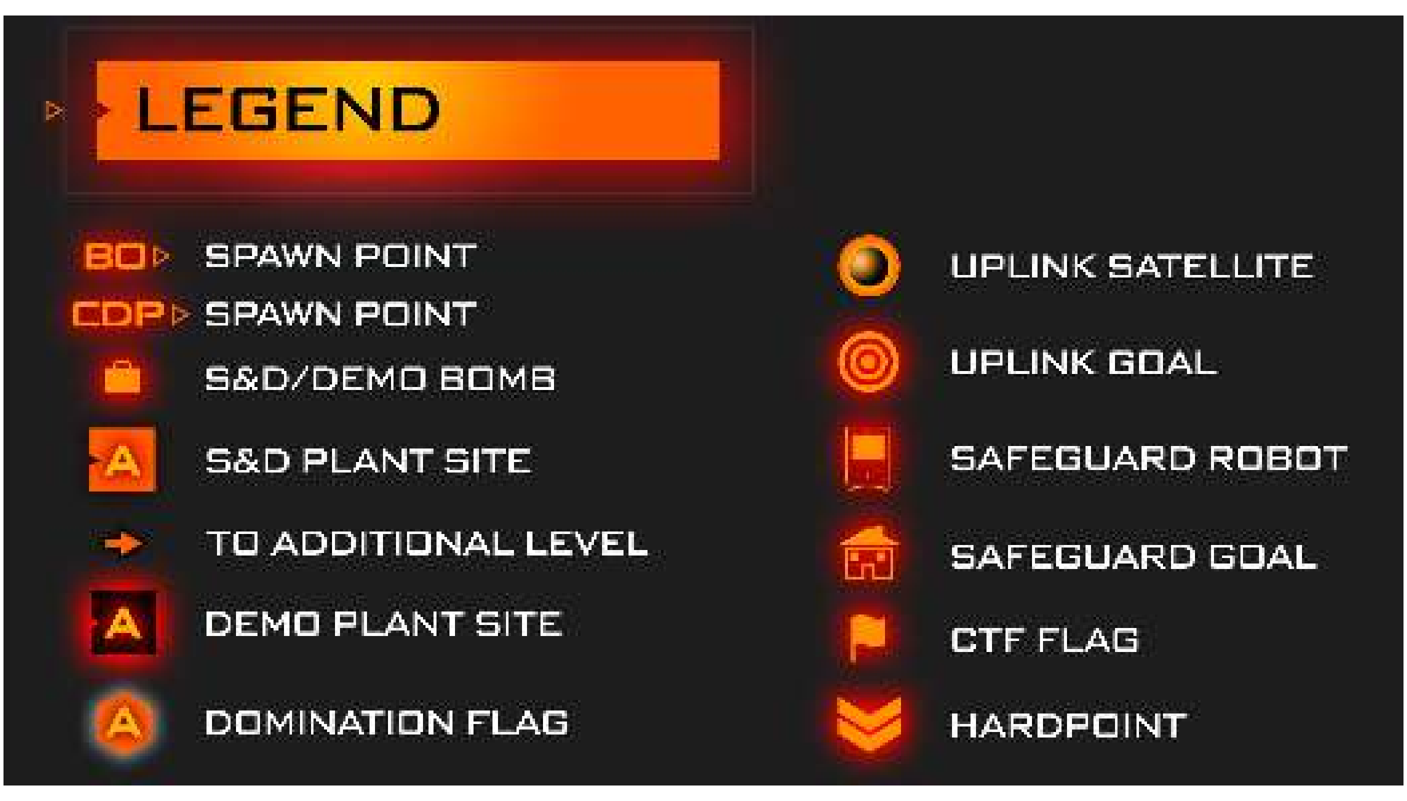


Distance 1150




STRONGHOLD


LEGEND
BO SPAWN POINT
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A S&D PLANT SITE
TO ADDITIONAL LEVEL
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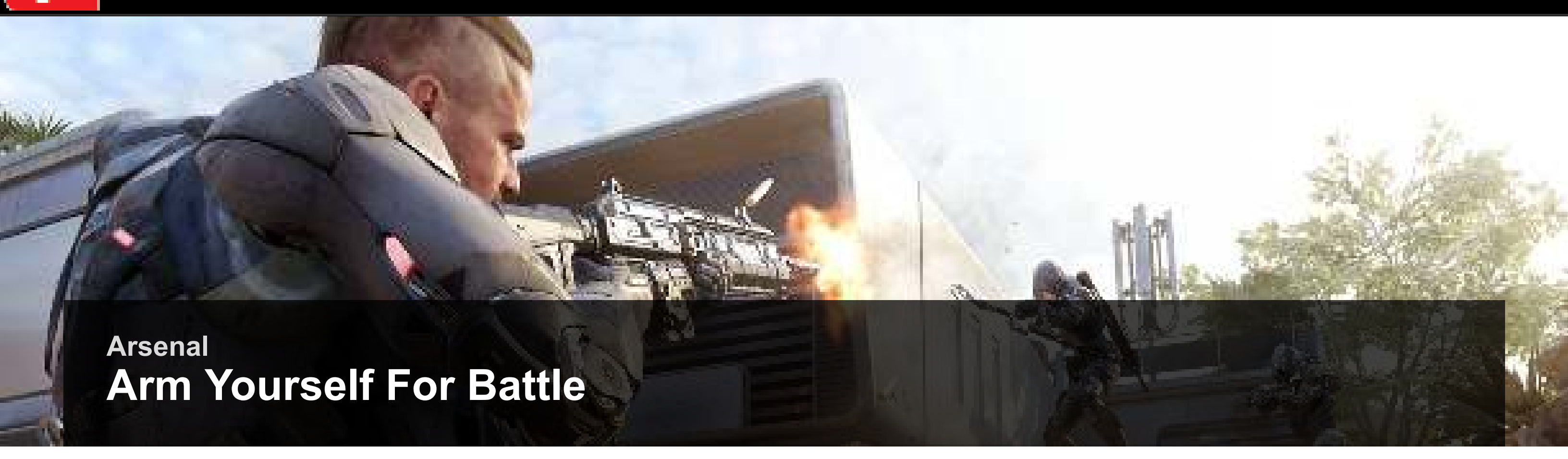
SAFEGUARD ROBOT
SAFEGUARD GOAL
CTF FLAG
HARDPOINT



Arsenal

Arm Yourself For Battle

All the tools of your trade are contained in this chapter. When you want to create a new class, look here for information on all of the weapons and gear you can outfit your Specialist with.

Introduction to Weapon Charts

Accompanying the different weapon classes are several charts that break down a variety of stats for each of the guns in the game, as well as some attachments that modify those base stats. Use these charts to get a feel for how the weapons stack up against each other within a given weapon class.

Remember, it is ultimately the gun that is most comfortable in your virtual hands that matters the most, so use this information to aid you in finding your favorite, particularly if you have it narrowed down to two or three that you enjoy using.

Shots to Kill

The Shots to Kill chart shows how many shots it takes for a weapon at a given range (with or without a Suppressor or Long Barrel attached) to kill another player. The ranges listed on these charts correspond to the range grids on the maps in this guide. You can look at any gun in the game, check its ranges, then look at any map and see roughly how far you can expect your weapon to perform well.

We have also included in-game screenshots in the Multiplayer Maps chapter that indicate roughly how far these numbers actually are while you are in-game and looking at another target!

Damage Falloff

Most weapons in Call of Duty deal a fixed amount of damage up close, but that damage begins to drop off to a minimum value as you shoot at more distant targets.

Different weapons fall off at different distances, with SMGs losing damage more quickly and at shorter ranges, while LMGs keep the bulk of their damage even at extreme distances.

The actual lethality of a weapon (its 'time to kill') is a combination of its rate of fire and its shots to kill—the Sheiva can kill in two shots, but it fires much slower than the HVK-30, for example.

However, in practical terms, it is often difficult to land all of the hits needed to kill a distant target with a gun that has a high rate of fire and heavy recoil.

While most of the distances for weapons are about what you would expect (going from Pistols and Shotguns up close through SMGs, Assault Rifles, LMGs, and finally Snipers), the specifics of each weapon (and with different attachments) can vary quite a bit.

Two attachments can affect kill times directly: Rapid Fire and High Caliber. Rapid Fire increases the rate of fire of your weapon, so you can potentially deal the same damage more quickly, and High Caliber increases headshot multipliers, giving you faster kills if you are accurate.

Both come with a price, however, as they each cost a Pick 10 point. Rapid Fire also makes your weapon's recoil more difficult to manage, while High Caliber demands accuracy to gain any benefit from it at all.

Shotguns and Snipers

Shotguns fire a cone of pellets (other than the Slug Shotgun, that is!), so our charts show the number of shots you need to kill if enough pellets are on target. A glancing hit may take an extra shot even if you are safely in range for your chosen Shotgun.

Snipers behave a bit differently—they are instantly lethal if you hit high enough on the body, which varies from Sniper to Sniper. Headshots are always lethal. Suppressors on snipers reduce damage directly, so you can often expect to need an extra shot—this makes Snipers with a high rate of fire a better choice for suppression than slower firing models.

Headshots

Headshots give a damage multiplier, which can shave a shot off the number of shots needed to kill, or allow you to score a kill at longer range more quickly.

The High Caliber attachment boosts this damage multiplier for Pistols and Assault Rifles. This is a significant benefit for Assault Rifles at longer ranges, and it can affect the time to kill up close (single shot Sheiva headshot kills!).

Ammo and Rate of Fire

Ammo and Rate of Fire are both fairly straightforward. Ammo shows maximum magazine size, with or without Extended Mags. Rate of Fire shows the RPM of your weapon, with or without Rapid Fire.

Reload

Reload shows your reload time with or without Fast Mags. The bar is segmented into three chunks. The first, the 'Add' time, is how long it takes to 'add' the ammo to your weapon when you hit reload. The animation for reloading takes longer than actually filling your magazine, so if you cancel the animation by switching weapons quickly, the weapon is still reloaded!

The normal 'Reload' time is how long it takes if your weapon still has rounds remaining when you press reload, while the 'Empty' time is how long it takes if your magazine is completely dry. With an empty chamber, you have to pull the charging handle or rack the slide as an extra animation, which takes longer!

Because you can reload while running, reload time is rarely an issue when moving in safety, but the Add time can be vital if you're in CQC and more enemies are closing in on you. You can save anywhere from a half a second to almost a full second if you quickly double tap the Weapon Switch button to cancel the reload animation.

In past Call of Duty titles, you could also cancel the reload animation by sprinting, the 'sprint cancel,' but that doesn't work when you can reload on the run!

Recoil Plots

In addition to the charts that break down the basic stats of each weapon, we have also included recoil plots that simulate thousands of fired shots for each weapon.

Use these plots to get an idea of how intensely the weapon recoils when the trigger is held down.

The plots show the first three shots in a different color, so you can see when and where your shots begin to stray off target if you continue to hold the trigger (or press it rapidly, for burst or semi-auto weapons).

Recoil plays a big part in how effective a weapon is at medium to long range. At shorter distances, recoil either matters less, or possibly not at all at very close range.

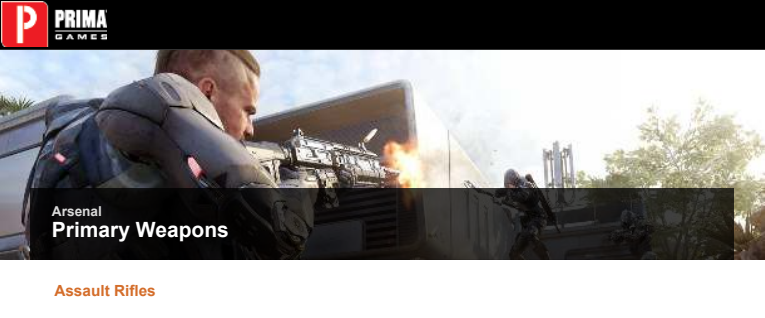
If your favored weapon kicks in a specific direction, you can learn to compensate for it when shooting at medium range. At longer distances, it's best to feather the trigger to fire short bursts so you can stay on target.

Penetration

Weapon penetration is how good your gun is at shooting through cover or thin walls. In general, LMGs and Snipers have the best penetration, while Pistols have the worst and Shotguns do not penetrate.

The FMJ attachment improves your weapon's ability to penetrate cover and deal damage. When you shoot through cover, part of the damage you would normally deal is lost, so expect to burn a lot of extra ammo to take down targets through cover.

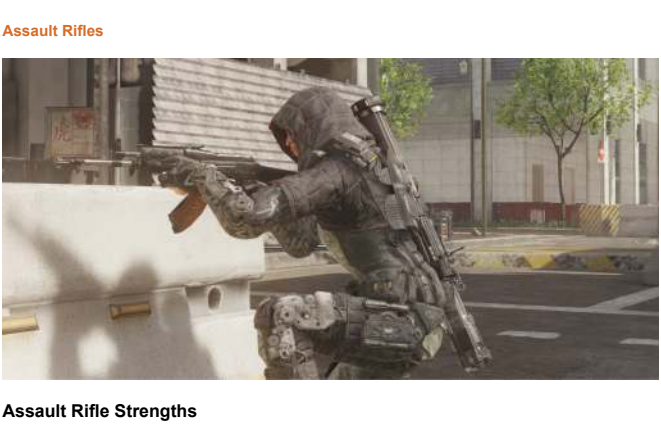
Alongside FMJ, the Scavenger perk, Extended Mags attachment, LMGs, and Outrider's Vision Pulse power are all useful for taking down targets through cover or behind walls. In general, Assault Rifles with FMJ and LMGs have the easiest time downing targets through cover.



Arsenal

Primary Weapons

Assault Rifles



Assault Rifle Strengths

- Solid damage at range
- Customizable for short or long range combat

Assault Rifle Weaknesses

- Less effective than specialized close or long range weapons at their preferred engagement distances

Reliable, Accurate, Powerful

Assault Rifles are flexible weapons, and the changes to mobility in Black Ops III demand that you pay careful attention to which rifle you use for specific combat situations, and how you customize it to suit those engagements.

Because of the speed that players can move around the map (with guns up and ready to shoot at any time), it is easier than ever for highly mobile SMG or Shotgun rushers to get into close range—and if you are using a weapon with slower handling and a lower time to kill against those dedicated CQC guns, you're in trouble.

Thankfully, Assault Rifles can be customized to suit a more aggressive close range role using some combination of Quickdraw, Laser Sight, Rapid Fire, Stock, and possibly a Suppressor or Extended Mags.

Likewise, you can double down on Assault Rifles ranged superiority with Grip, High Caliber, FMJ, and Long Barrel.

If you are planning on trying to play at mid to long range, your situational awareness is as important as the gun you choose to use—you need to be aware of where your teammates are, and where enemies are likely to attempt to flank you.

Choose an Assault Rifle that suits your preferred playstyle, customize it to fit that role, and your rifle will treat you well.

Assault Rifle Notes

- There are three types of Assault Rifle: full auto, burst, and semi-auto. On top of that, one weapon, the XR-2, is a fully automatic burst weapon—an unusual trait shared with the Pharo SMG and 48 Dredge LMG.
- The KN-44, HVK-30, IMR-1, and Man-O-War are traditional full auto rifles, varying in rate of fire, accuracy, and damage. Examine the weapon charts here to get a feel for their differences and experiment with them in-game to test their recoil.
- The XR2 and M8A7 are burst-fire weapons, but the XR2 can fire its bursts automatically by holding the trigger. Both can potentially kill extremely quickly if all shots from the burst land, giving you the ability to 'shotgun' enemies up close on occasion.
- The Sheiva is a marksman weapon, a semi-auto rifle with very high damage and a low fire rate. Paired with High Caliber, you can potentially kill a single headshot. Think of the Sheiva as a more mobile Sniper Rifle and you aren't far off the mark.
- Suppressors cut Assault Rifle range significantly, so expect an extra shot to kill at any distance past short range fights. If you plan on keeping your distance, skip the Suppressor and/or add High Caliber.

Kn-44

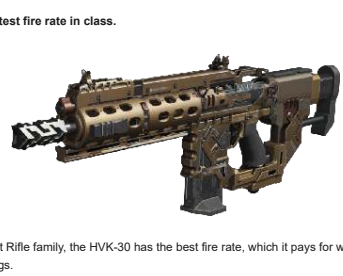
Full-auto Assault Rifle. Fast fire rate with moderate recoil.

A well rounded Assault Rifle, the KN-44 has three-shot kill potential at short ranges, never drops below four. With a fire rate second only to the HVK-30, it's an effective weapon if you can control its moderate recoil, which kicks left and right.

Customized with CQC attachments, the KN-44 performs well at short range. With ranged attachments, it works out to a medium distance as long as you can handle the recoil.

HVK-30

Full-auto Assault Rifle. Fastest fire rate in class.



The bullet hose of the Assault Rifle family, the HVK-30 has the best fire rate, which it pays for with the worst damage profile among its Assault Rifle siblings.

You may wish to embrace its RoF advantage fully, and make use of Rapid Fire and High Caliber to boost its killtime. Just be aware of the cost to long range accuracy and use controlled bursts at a distance.

ICR-1

Fully automatic Assault Rifle. Modest damage with minimal recoil.

The most accurate of the full auto Assault Rifles, the ICR-1 is surprisingly stable, and with a Grip attached, is competitive at long range.

The ICR-1 has average damage for the class, starting at four and dropping five shots only at long range.

Man-O-War

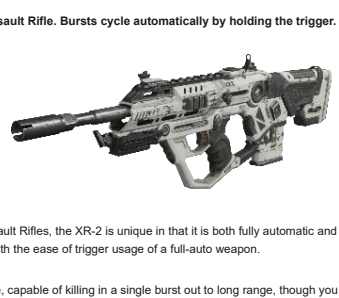
Full-auto Assault Rifle. Strong damage with a slow fire rate.

The high damage option, the Man-O-War can kill with three shots out to a great distance, at the cost of a slower rate of fire. Keep your enemies at arms-length with this weapon to make it perform well.

The Man-O-War also has a distinctive kick up and to the left, which can be a benefit if you're more comfortable compensating for predictable recoil in one direction (vs. the left/right bounce exhibited by the KN-44 and HVK).

XR-2

Three-round auto-burst Assault Rifle. Bursts cycle automatically by holding the trigger.



The first of the two burst Assault Rifles, the XR-2 is unique in that it is both fully automatic and burst, affording the accuracy benefits of a burst weapon with the ease of trigger usage of a full-auto weapon.

The XR-2 deals high damage, capable of killing in a single burst out to long range, though you are likely to need a few bursts to score the hits needed at greater distances against fast moving targets.

The XR-2 has a tight recoil pattern, but it bounces slightly more left-right than the M8A7's predictably upward bounce, which can be challenging to manage at longer ranges.

The XR-2 exhibits slightly superior handling to other Assault Rifles, with quick reloads and a very slight movement speed advantage.

M8A7

Four-round burst rifle. High cycling rate of fire with minimal recoil.

A powerful burst weapon, the M8A7 has controllable and predictable vertical recoil, and can kill in a single burst out to long range.

Because of the M8A7's recoil pattern and high rate of fire, it is particularly lethal against stationary targets, making it a strong weapon against players camping behind cover or in windows at a distance.

The high cyclic rate does demand rapid trigger presses to fully utilize, which makes it slightly more challenging than the XR-2 to control while fighting on the move.

Sheiva

Semi-auto marksman Assault Rifle. Eliminates enemy infantry in two shots.

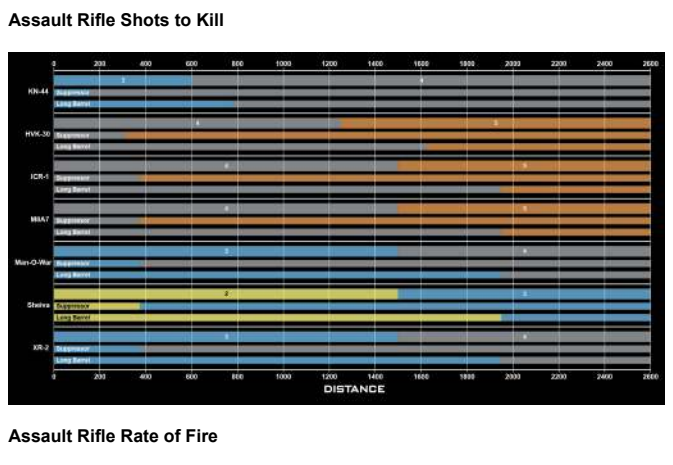
A powerful marksman Assault Rifle, the Sheiva is a cut-down Sniper Rifle in many ways. With the High Caliber attachment, you can down enemy players with a single headshot at shorter distances.

The Sheiva has worse handling characteristics than other Assault Rifles, with very slightly slower ADS times and slow reloads. Because of these traits and the low rate of fire, stay out of CQC.

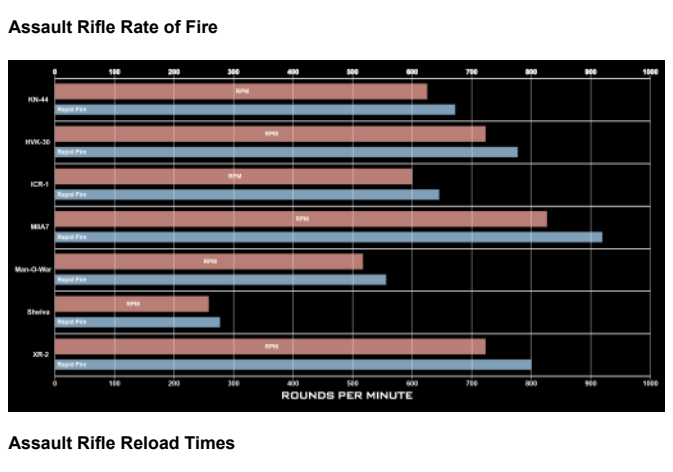
The Sheiva is a tack driver at any range, so its pinpoint accuracy serves you well if you can keep your enemies at range.

Assault Rifle Charts

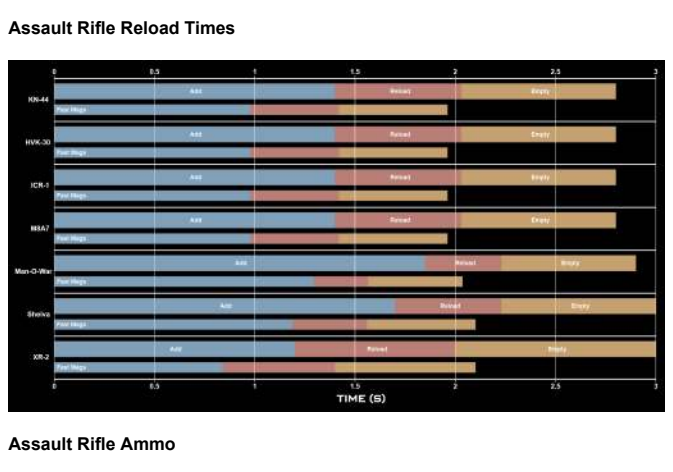
Assault Rifle Shots to Kill



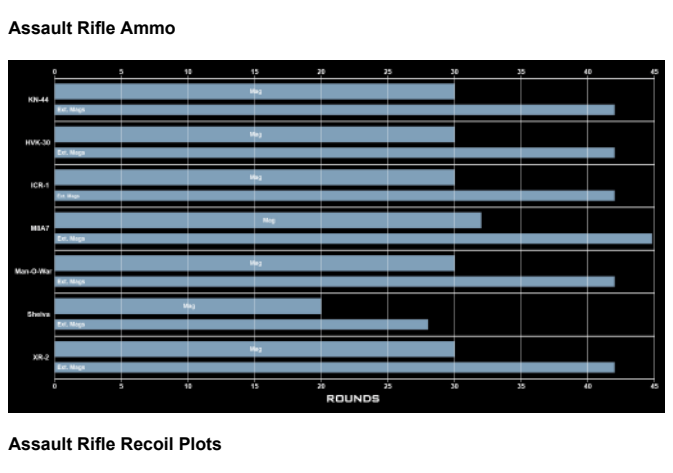
Assault Rifle Rate of Fire



Assault Rifle Reload Times

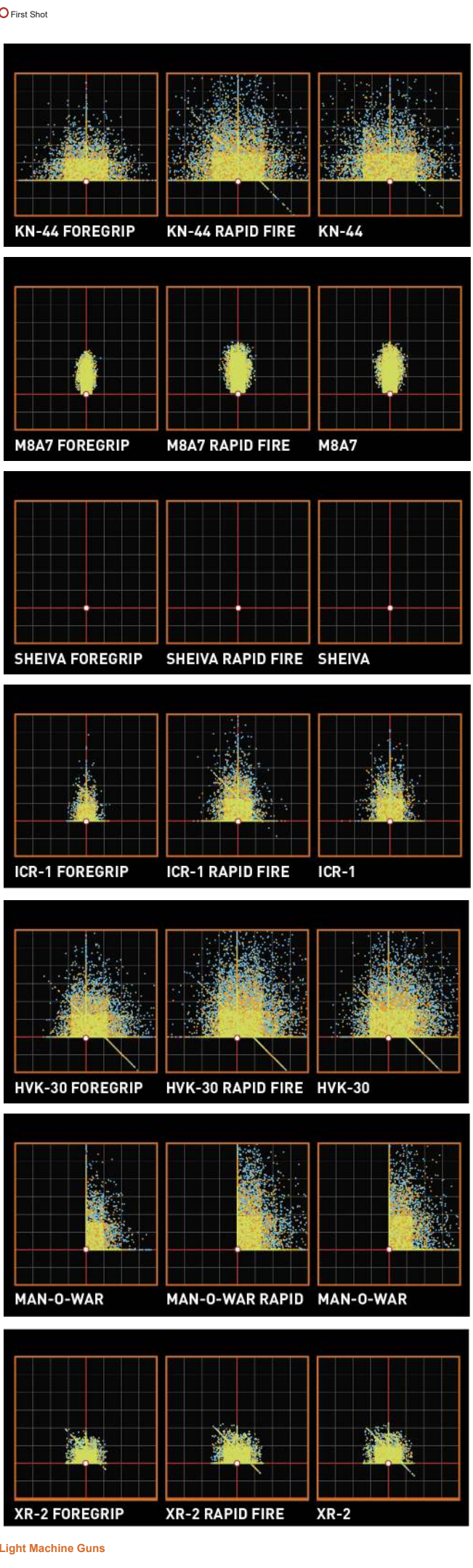


Assault Rifle Ammo

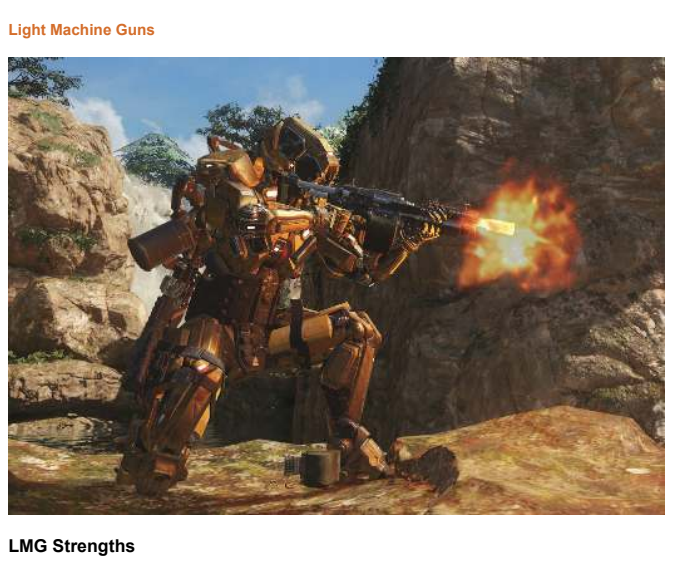


Assault Rifle Recoil Plots

○ First Shot



Light Machine Guns



LMG Strengths

- Deep magazines
- High damage at range
- Good penetration

LMG Weaknesses

- Slow handling
- Poor hipfire accuracy
- Loud and highly visible

High Impact Monsters

LMGs are powerful suppression weapons, capable of locking down a lane as effectively as Sniper Rifles. Dealing high damage at long range and with good penetration and large magazines, LMGs can mow down multiple targets with ease, and take out targets behind light cover.

The enhanced mobility in Black Ops III has had a significant effect on LMGs' ability to get into (or change) position quickly, and it is now quite easy to traverse a map swiftly and get into a commanding defensive position.

However, while LMGs have many advantages at a distance, they aren't quite as good up close. Their sluggish handling and poor hipfire accuracy do them no favors against dedicated CQC weapons.

It is still possible to win fights up close, but give serious consideration to taking a backup Pistol so you have a suitable weapon for handling a rush.

LMG Notes

- The Gorgon, BRM, and Dingo are fully automatic with increasing rates of fire from the very slow and highly damaging Gorgon to the rapid fire, quick killing Dingo.
- The 48 Dredge is a full auto burst gun, firing in extended bursts of six shots at a time. Like the burst Assault Rifles, the 48 Dredge can kill extremely quickly if most of the shots from the burst impact.
- The Gorgon is one of the only full auto weapons in the game that can kill in two bodyshots, balanced by a low rate of fire.
- Like Assault Rifles, Suppressors absolutely tank LMG range. Expect an extra shot to kill at any distance outside CQC.

BRM

Full-auto Light Machine Gun. Strong damage with balanced recoil.

A powerful weapon, the BRM can kill in three shots out to extremely long range. With only moderate recoil, it's accurate enough to get those shots on target reliably.

The BRM's time to kill is eclipsed by CQC focused weaponry, but at the middle distances, it is dominant over all SMGs and most Assault Rifles, as well.

Take advantage of this weapons generous ammo and good penetration to keep the bullets raining on any target trying to hide behind, or duck in and out of cover.

Dingo

Full-auto Light Machine Gun. Fast fire rate with moderate recoil.

The Dingo has a higher rate of fire than the BRM, but it pays for this by requiring an extra shot to kill. It also has slightly more intense recoil and a smaller magazine.

Make use of the Dingo at shorter ranges than the BRM to benefit from its slightly improved TTK, and avoid the difficulty of wrangling its recoil to score the extra hits at a distance.

48 Dredge

Six-round auto-burst machine gun. Each burst fires at a rapid fire rate.

A six-round burst LMG that auto-cycles as you hold the trigger, the 48 Dredge has a very high rate of fire within the burst. If you can manage the vertical recoil, it can kill extremely quickly, on par with the burst Assault Rifles.

Gorgon

Full-auto Heavy Machine Gun. Two-hit kill at a slow fire rate.

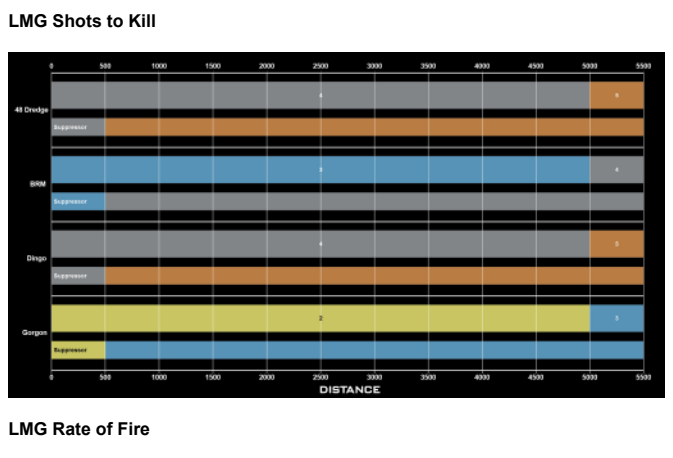
The hardest hitting automatic in the game, the Gorgon can kill in two shots out to extreme range, and still manages pinpoint accuracy due to its low rate of fire.

This power is reined in by that rate of fire, though, as you will find it cannot compete with dedicated CQC weapons up close. It also still loses to most Assault Rifles at a medium range if they are on point with their accuracy.

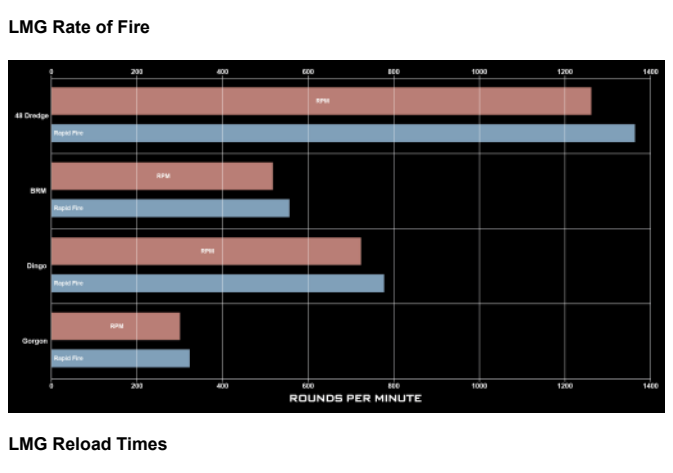
However, customized with ranged attachments and a good optic, this is a deadly lane control weapon—only Sniper Rifles and marksman configured Assault Rifles have a chance of engaging you effectively if you keep your distance.

LMG Rifle Charts

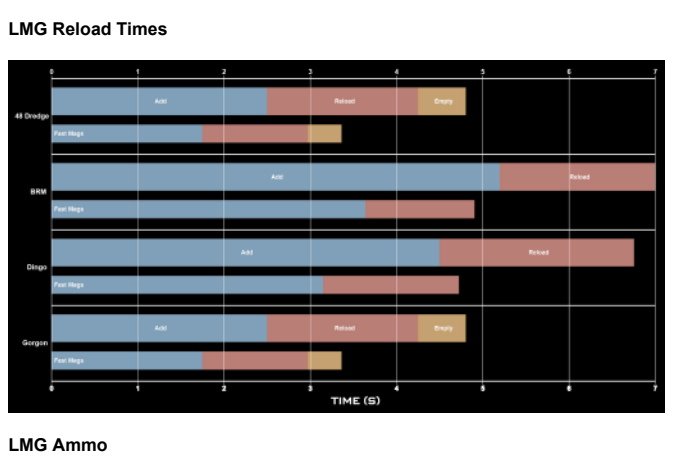
LMG Shots to Kill



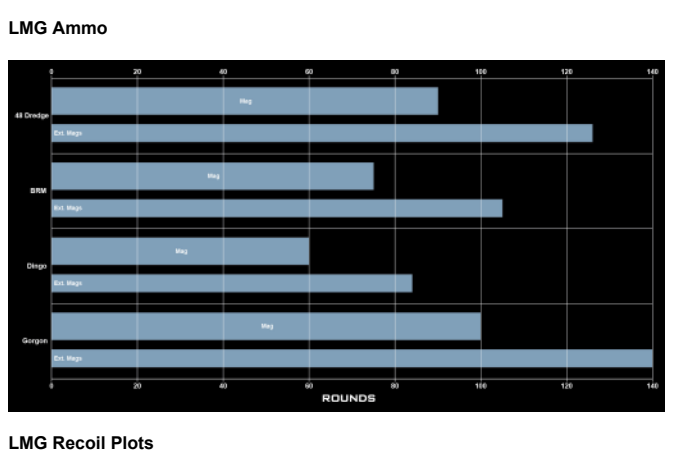
LMG Rate of Fire



LMG Reload Times

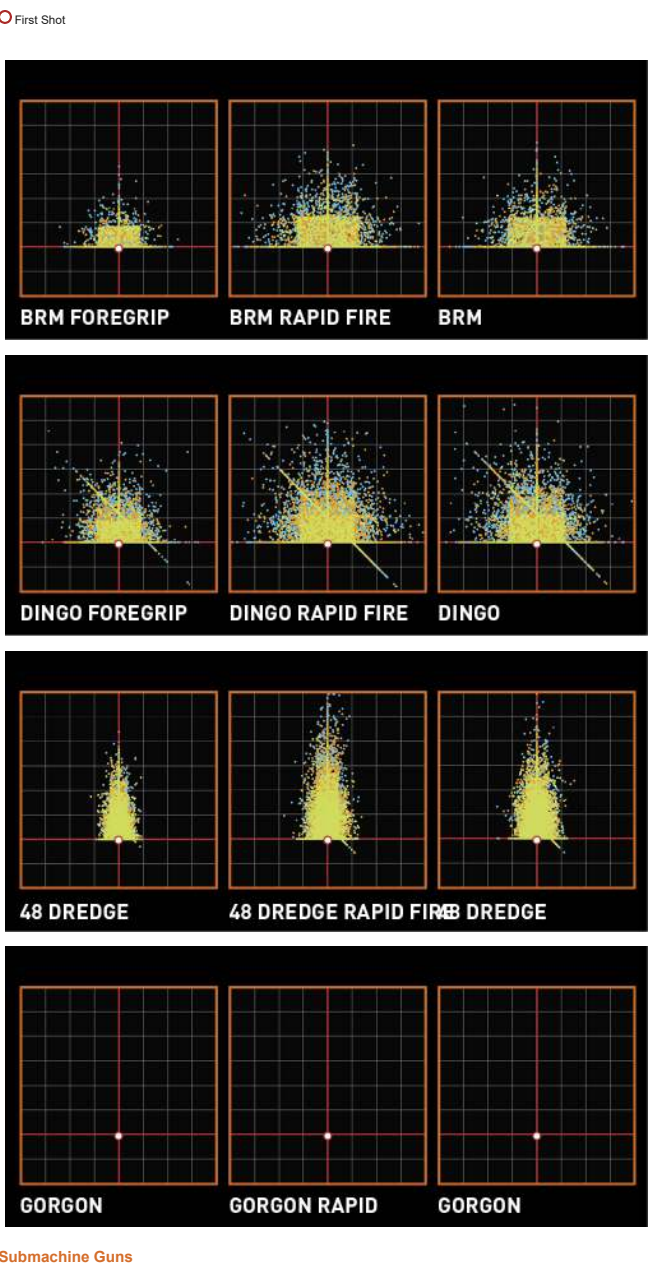


LMG Ammo

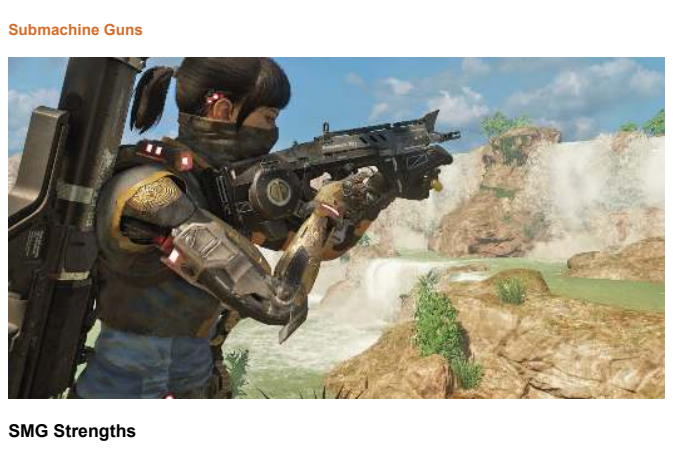


LMG Recoil Plots

○ First Shot



Submachine Guns



SMG Strengths

- Accurate hipfire
- Best base mobility, effective in mobile combat
- Fast handling

SMG Weaknesses

- Low damage and poor accuracy at long range
- High RPM drains ammo quickly

For all your quad-feed needs

SMGs have traditionally occupied a role as CQC masters in Call of Duty, and that remains true in Black Ops 3, but the realities of guns up mobility have enhanced their overall performance and power.

On top of that, with the range of attachments and SMGs at your disposal, it is possible to create a straight bullet hose that is a borderline shotgun of a weapon, or an accurate and stable weapons platform that can compete at a medium distance.

SMGs best suit an aggressive playstyle. If you enjoy the front line of conflict, rushing objectives, or flanking the enemy team, SMGs are the right tool for the job.

Pairing stealth perks with a silenced SMG makes for an effective flanking weapon, while selecting performance enhancing attachments can give you a weapon capable of lethal wetwork up close or respectable strength at a distance.

In all cases, take full advantage of SMGs handling when using your mobility options. Whether wall running, power sliding, boost jumping, or speed mantling, SMGs perform better than almost all other weapon types at snap firing and downing targets at short ranges.

SMGs' movement speed, handling speed, accuracy, and rate of fire are all perfectly suited to take down opponents using slower Assault Rifles, LMGs, or Sniper Rifles—as long as you get into close range.

Don't play the medium to long range cover shooting game with enemies who are using weapons that can kill faster and shoot more accurately at a distance. It's perfectly effective to watch an objective or a common traffic point from behind cover, but your strengths lie in rapid repositioning and assault at short ranges. You want to be the one flushing other players out of cover!

SMG Notes

- The Kuda, Razorback, VMP, and Weevil have similar rates of fire, with the VMP being the most 'baseline' of the four.
- In comparison, the Kuda has increased damage at very short range, the Razorback has superior accuracy at a distance, and the Weevil has a large magazine.
- The other two serve more distinct roles—the Pharo firing in full auto 4-shot bursts, while the Vesper has the highest rate of fire of all SMGs.
- For longer range combat, the Razorback and Pharo are good choices, while the Vesper excels at extreme CQC, and the Kuda is decent as well. Among the others, experiment to find which suits your personal preferences the best.

Kuda

Full-auto Submachine Gun. Steady fire rate with balanced recoil.

An all-around performer, the Kuda has the only three-shot kill potential of the SMGs (albeit at very short ranges), and maintains its four-shot kill potential out to the best range, as well.

The Kuda has a moderate fire rate and recoil, making it a controllable weapon, but its range actually causes some awkward problems.

At very close range, its killtime is good, but it's then eclipsed by other SMGs until the tail end of its four-shot kill range. To perform best with this weapon, you must be very aware of distances on different maps, and control engagement ranges carefully. Using a Suppressor and a Long Barrel is a viable option to stay out of reach of the VMP, Vesper, and Weevil, and get in close off the radar for very short range kills.

Razorback

Full-auto Submachine Gun. Best accuracy in class, ideal for mid-range engagements.

A very stable SMG, particularly with the Grip attachment, the Razorback has the second best damage range profile in the SMG class, making it a great choice if you prefer mobile combat using ADS for kills.

The Razorback pays for this accuracy with its killtimes in comparison to other SMGs, so you need to make it count—stay mobile and make good use of cover.

Vesper

Full-auto Submachine Gun. Fastest fire rate in class.

A true bullet hose, the Vesper has the best kill times up close in the SMG class. It also boasts the highest potential to be customized into a hipfiring CQC beast. The Vesper suffers from intense recoil and rapid damage falloff, though, making it a very poor choice for engaging at a distance.

Given its limited range to begin with, silencing it with a suppressor and forcing close range engagements is a good way to maximize its strengths.

VMP

Full-auto Submachine Gun. Strong damage output at the cost of a smaller magazine.

A slightly less intense cousin to the Vesper, the VMP has good killtimes up close, but maintains its damage slightly better at a distance.

The VMP still has strong recoil, but it is predictably up and to the left, which you may find manageable with some practice.

Weevil

Full-auto Submachine Gun. Large magazine capacity with modest damage.

With middle of the road damage for the SMG class, the Weevil is also in the middle in terms of recoil, with strong vertical recoil, but less wildly out of control than the VMP or Vesper.

It's still more intense than either the Kuda or Razorback, so if you engage at a distance, make those extra bullets count and don't let up until your target is down.

The Weevil excels at engaging multiple targets in a row without needing to reload, make sure you don't reload unnecessarily early when using the Weevil!

Pharo

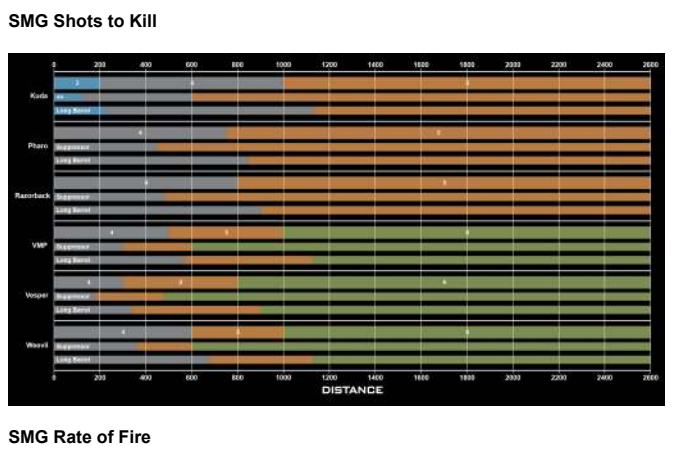
Four-round auto-burst SMG. Reliable damage and accuracy, cycles burst automatically by holding the trigger.

A unique SMG, the Pharo fires auto-bursts like the XR-2 and the 48 Dredge.

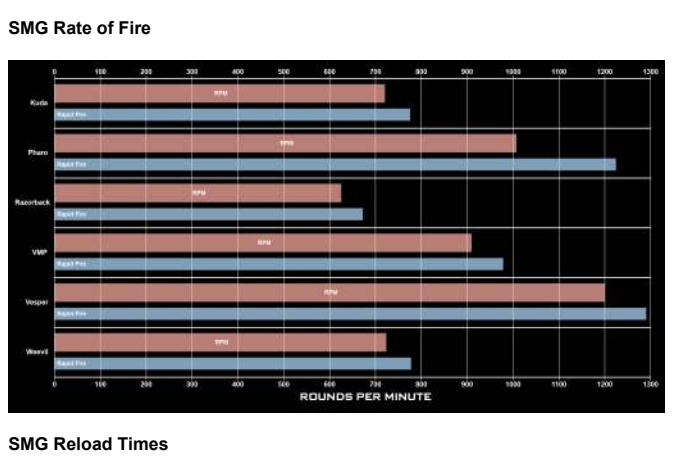
The Pharo has quite good killtimes, even at a distance, so if you can get used to its rhythmic cycling and up-left kick, the Pharo can perform quite well up close or at a distance.

Submachine Gun Charts

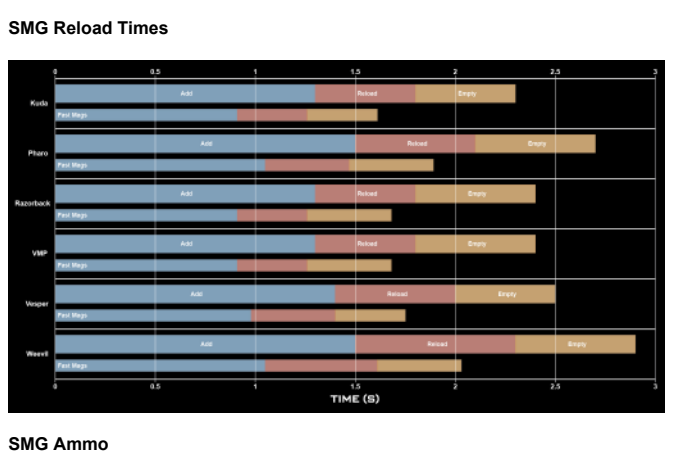
SMG Shots to Kill



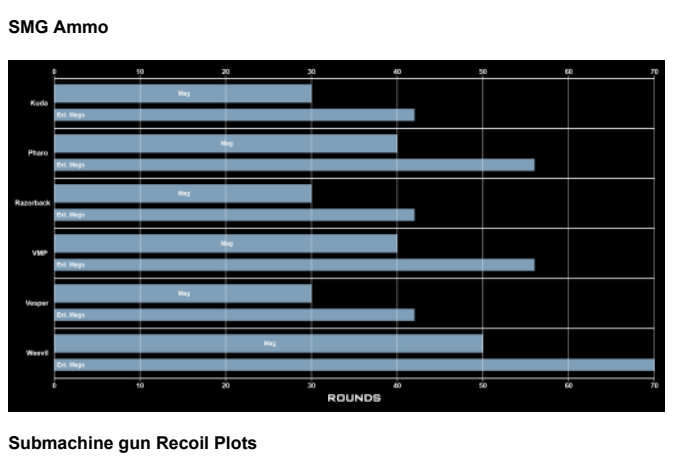
SMG Rate of Fire



SMG Reload Times

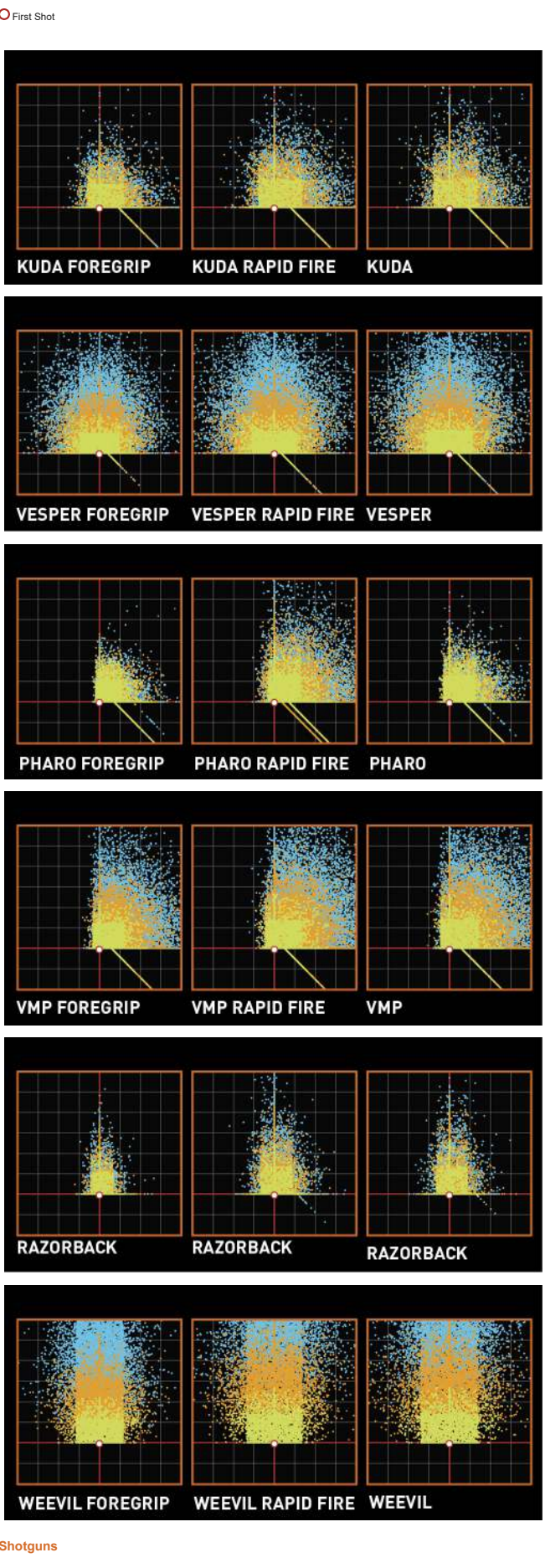


SMG Ammo

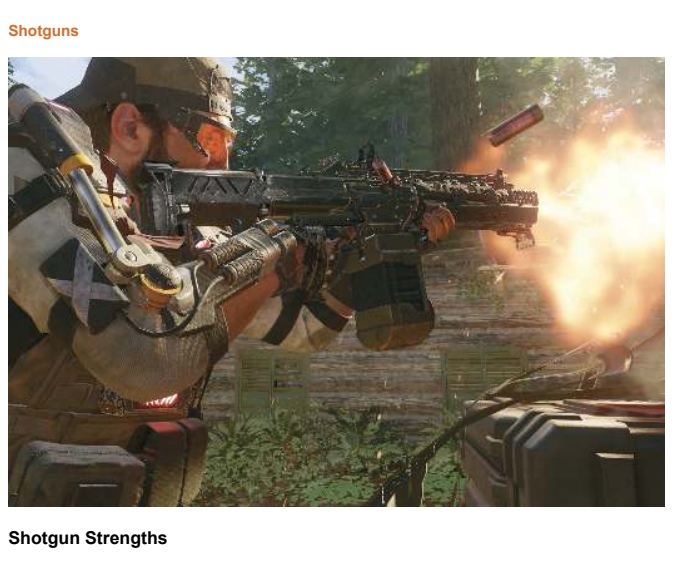


Submachine gun Recoil Plots

○ First Shot



Shotguns



Shotgun Strengths

- One shot kills
- Good handling

Shotgun Weaknesses

- Short range
- Completely ineffective outside their effective range

Brute force CQC

When you absolutely want to dominate close range combat, Shotguns should be your go to weapon choice. The slug and auto shotguns can also be used fairly reliably out to greater distances.

Because Shotguns work best at close range, your build and your playstyle both need to emphasize sneaking around and flanking the enemy team to get into range.

Likewise, learn the maps well and figure out where you can use a Shotgun effectively—interior areas, blind corners, and lots of cover are your friends; wide open spaces and long sight lines are not.

A Shotgun makes a great backup weapon for a long range primary, but you must either scavenge such a weapon on the battlefield or burn up perk points on Overkill to carry an extra primary yourself... and even more points if you want both weapons customized heavily.

Also keep in mind that (unlike a Pistol) Shotguns don't switch as quickly, so try to have a shotgun in hand before you enter a likely CQC engagement area.

Shotgun Notes

- There are four unique Shotgun models: the pump action KRM-262, the slug firing Argus, a semi-auto 205 Brecci, and the full auto Haymaker 12.
- The KRM-262 is your most reliable one-shot kill weapon at very short ranges, while the other three trade range, rate of fire, and damage in different amounts.
- The Argus is notable for firing slugs, so you should always be firing it ADS. It's also much less tolerant of hipfiring than other Shotguns. The 205 Brecci shares this preference for ADS fire, though if you are trying to kill a target anywhere outside very short range, ADS with all of the Shotguns.
- The Haymaker 12 and KRM-262 Shotguns are both quite effective when hipfired at very short range.

Haymaker 12

Fully-automatic Shotgun. Fast fire rate with modest damage.

A bullet hose of a Shotgun, the Haymaker 12 trades off instant lethality for extreme ease of use.

Hold the trigger down and keep your crosshairs on target to drop an enemy very quickly. Don't bother trying to line up for a perfect shot; just get the lead on target ASAP!

KRM-262

Pump-action Shotgun. One-hit kill against enemies in close quarters.

A reliable and powerful Shotgun, the KRM-262 is the easiest of the four to use up close and on the move, whether hipfired at very short range, or ADS at targets near the edge of its effective range.

However, it pays for this ease of use with the lowest reliable range for one-shot kills, so always be ready for a follow up shot if you think they may be on the fringe of your effective range.

Unlike the other Shotguns, the KRM-262 is reloaded one slug at a time, which can be beneficial if you need to cancel a reload and take a shot at a sudden surprise attacker, but you don't have the ability to fully refresh your load in one go.

Argus

Lever-action shotgun. Highly accurate buckshot spread, extremely effective when aiming down the sight.

A slug firing Shotgun, the Argus demands ADS usage and good accuracy.

In exchange, you get the best range potential of any Shotgun, still capable of one shot kills up close, and with headshots, at an even greater distance.

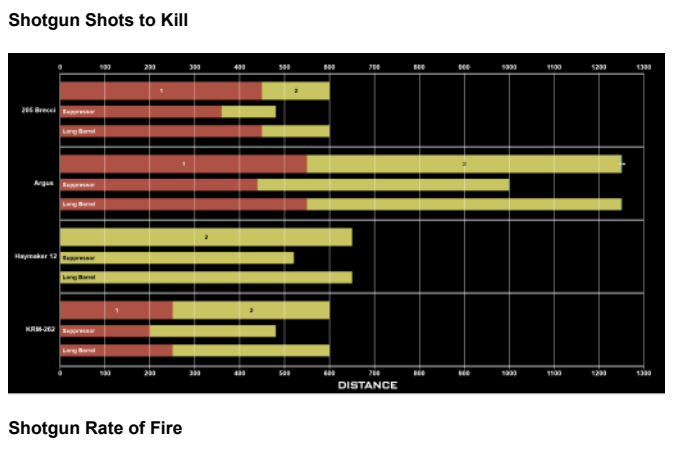
205 Brecci

Semi-automatic Shotgun. High damage and range, best used when aiming down the sight.

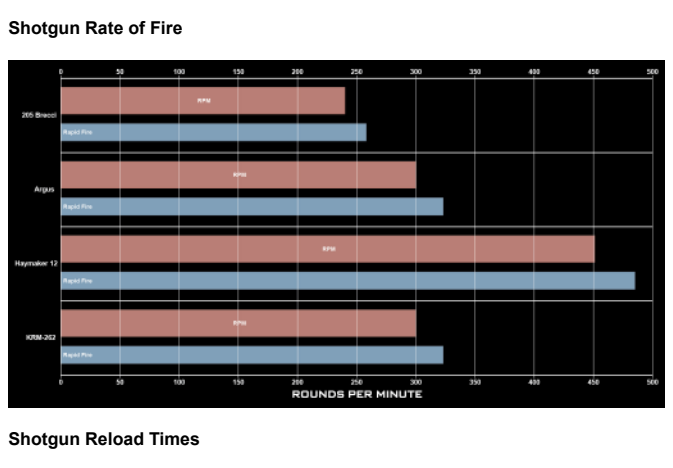
A mix between the KRM-262's brute force and the Argus' superior range, the 205 Brecci works best when ADS at targets that are outside the KRM's easy hipfire kill range.

Shotgun Charts

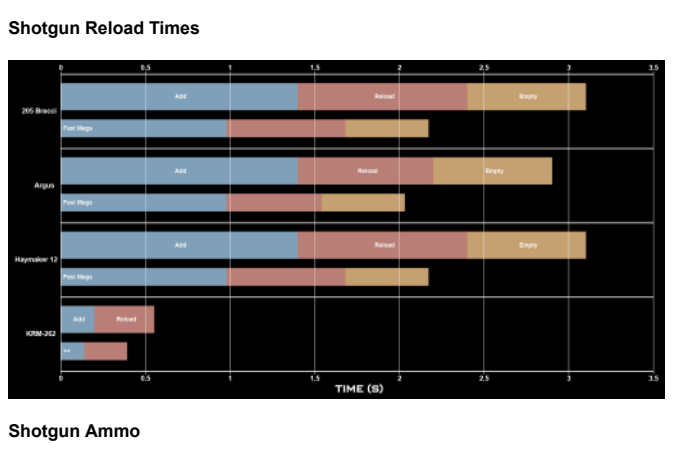
Shotgun Shots to Kill



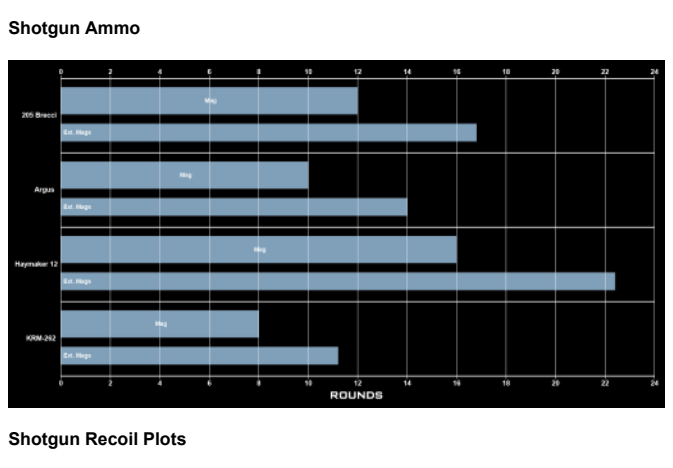
Shotgun Rate of Fire



Shotgun Reload Times

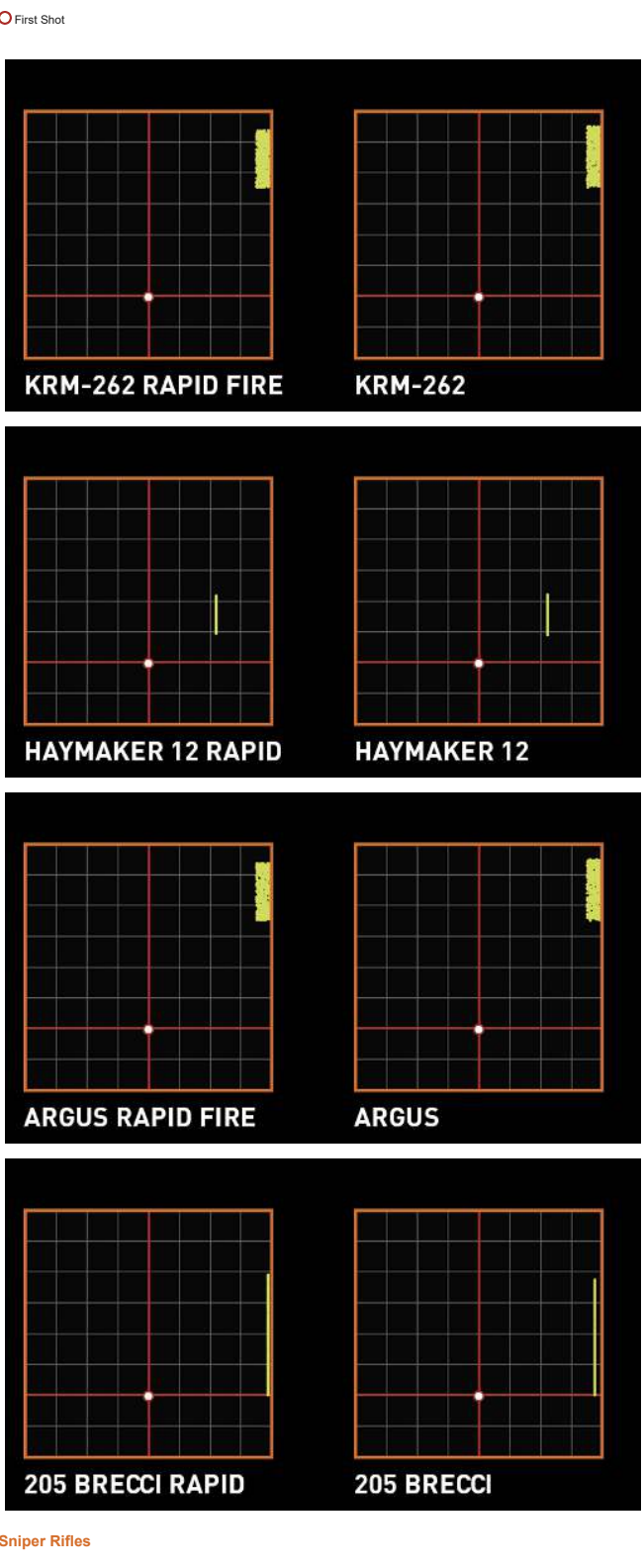


Shotgun Ammo

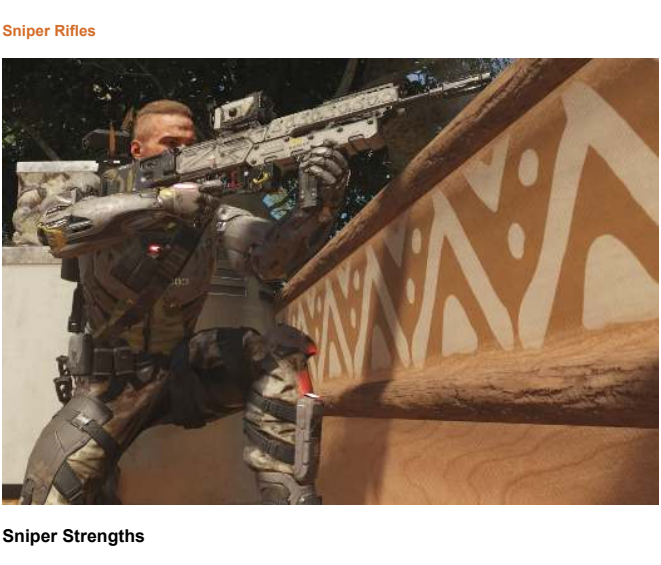


Shotgun Recoil Plots

○ First Shot



Sniper Rifles



Sniper Strengths

- Long distance one shot kill capability
- Can engage effectively outside the effective range of almost all other weapons
- Some models can be used effectively for snap fire shots at medium ranges

Sniper Weaknesses

- Poor performance in CQC

One shot, one kill

For the marksman, Sniper Rifles are the weapon of choice. If you can consistently land shots on target, they will reward you with the fastest kills and the longest ranges in the game.

However, they are demanding weapons—a single missed shot can result in a lost firefight, and other players hate getting taken out repeatedly by a sniper, so expect them to come hunting for you if you're hanging back.

Like LMGs, Snipers benefit from having a backup Pistol on hand, so you can quickly pull it out and dispatch anyone rushing you.

The different Sniper Rifle models support a different playstyle, so experiment with each and see what suits you best—it's possible to play a highly mobile on the go shooter with a Locus, or you can hang back and pick off players with the SVG-100.

Unlike other weapons, Sniper Rifles are instantly lethal in one shot if they hit high enough on the body. Headshots are always lethal, but depending on the model you are using, you may need to hit anywhere from the stomach to the upper chest to score a one-shot kill.

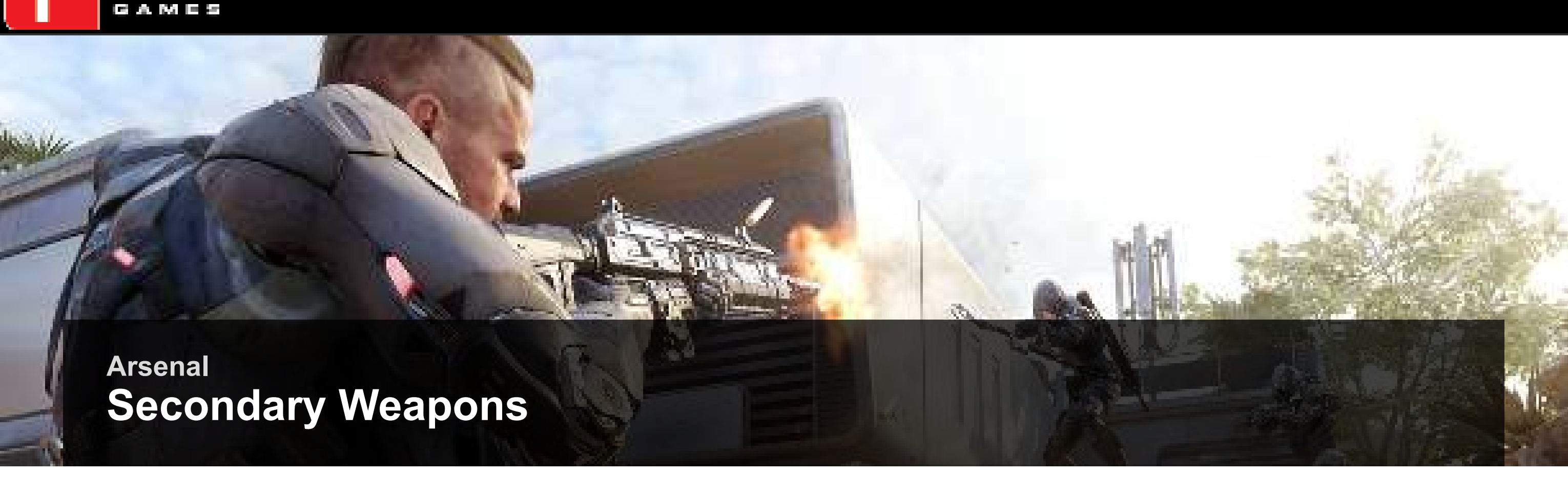
Suppressors pay a steep price on Sniper Rifles, as they reduce effective damage and demand headshots or quick double taps to finish a target.

Sniper Notes

- The SVG-100, Locus, and Drakon trade off improved damage with rate of fire and mobility.
- The SVG-100 can kill with a single shot to the stomach or above, but has slower handling than the other Snipers.
- The Locus has the fastest ADS time and makes for the best on-the-go Sniper for quickscopes.
- The Drakon has the best fire rate and works well for quick two-shot kills, though it can also kill in one shot with an upper chest hit.
- The P-06 is an oddity. You hold the trigger to 'charge' a shot, releasing it to fire a three-round burst. This behaves somewhat similarly to the Drakon 2 shot kill, in that you are trading the instant lethality of the SVG-100 or Locus for a slower but easier to land burst of shots to down a target.

Drakon

Semi-auto Sniper Rifle. One-hit kill to the upper chest and above.



Arsenal

Secondary Weapons

Pistols

Pistol Strengths

- Superb handling and fast switching
- Good movement speed

Pistol Weaknesses

- Ineffective outside very short range
- Forced choice between ammo capacity and lethality

Reliable Backup

Pistols are the only ‘normal’ weapon in the secondary class (sharing space with launchers and the combat knife), and they occupy a very specific role in combat.

With extremely fast swap times, handling, and high movement speed second only to SMGs, they are ideal backup weapons for LMGs, Snipers, and long range Assault Rifles.

Pistols are generally most effective in CQC, and though you are unlikely to come out on top against a Shotgun or SMG that gets the drop on you, they give you a fighting chance, and are often flatly superior to some Assault Rifles, LMGs, or Snipers up close.

Pistols can also be used as a finishing weapon on an SMG or an Assault Rifle. If you run dry mid-fight, it’s much faster to switch and bring up your Pistol than it is to reload. If you intend on using a Pistol in this manner, take a Pistol on every one of your SMG/Assault Rifle builds and practice it routinely—if you die to a reload without switching, you’re not taking advantage of this ability.

Pistol Notes

- Pistols share the High Caliber attachment with Assault Rifles, the only two weapon classes that can use it.
- Without High Caliber headshots, you need at least three shots (or one full burst) to kill with a Pistol, so they work best if you are firing at an already damaged target, or get the drop on your opponent.
- The RK5 has the best time to kill potential of all three Pistols, but trades magazine capacity for this ability.
- The L-CAR 9’s rapid fire makes it a viable alternative to the RK5, and is slightly better at fending off a two-man rush.
- The MR6 has the slowest kill time without high caliber headshots, but it also the best balance of damage, magazine capacity, and range, making it a reasonable option at longer distances than the other two.

L-CAR 9

Full-auto machine Pistol. Medium fire rate with modest damage.

A pocket SMG, the L-CAR 9 is a good choice for fending off multiple assailants in close quarters. If you prefer the ease of an automatic weapon, this is your best Pistol choice.

MR6

Semi-auto Pistol. Strongest damage in class.

With good magazine size and a better range profile than the other Pistols, the MR6 can finish off a wounded target at a decent range if your primary runs dry.

Up close, it is a less impressive choice, unless you’re willing to take High Caliber and have supreme accuracy against fast moving targets at short range.

RK5

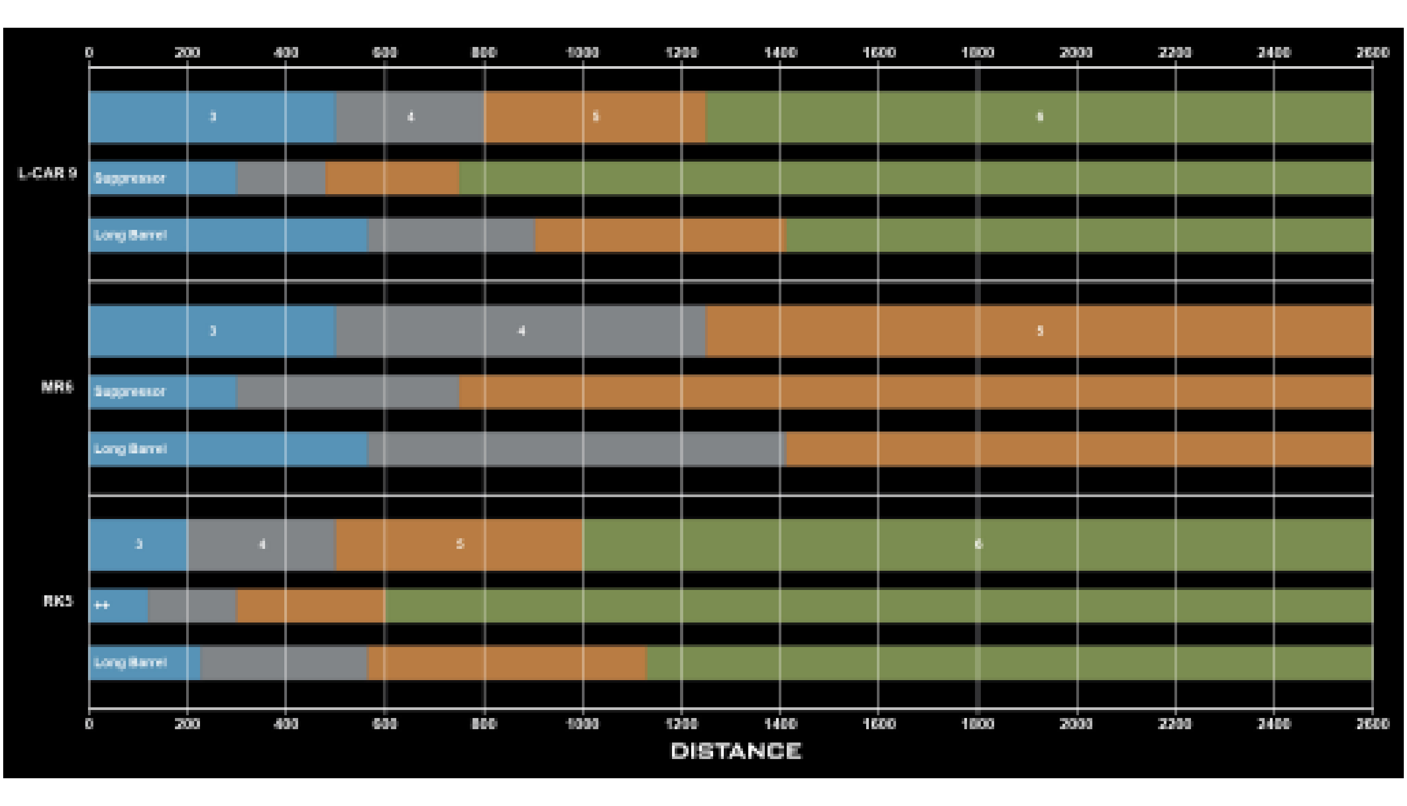
Three-Round burst Pistol. Fast burst cycle rate.

A quick killing, quick firing burst Pistol, the RK5 can one-burst kill at very short range, or finish off a damaged target in one burst.

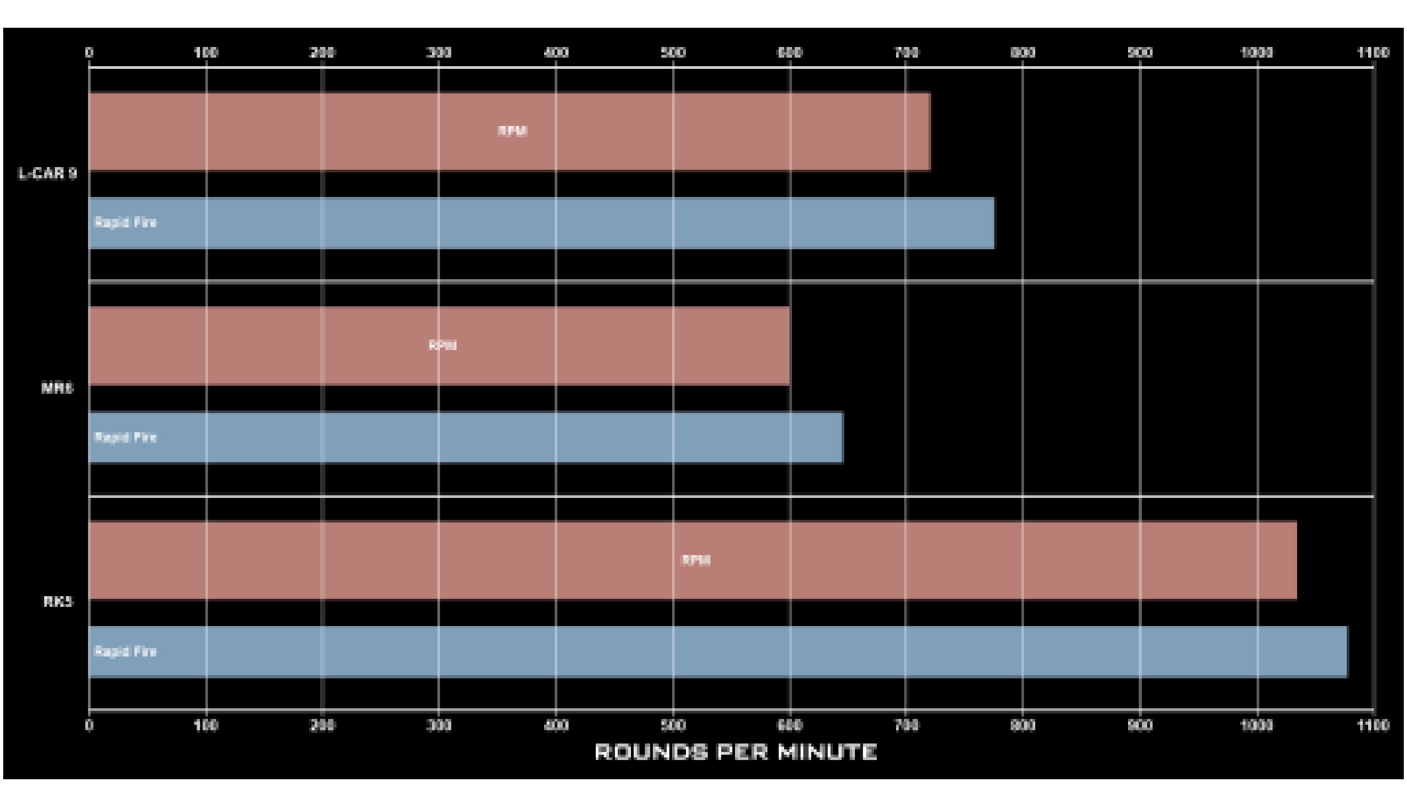
However, it has the worst magazine capacity of the Pistols, so it can get you in trouble against more than one target!

Pistol Charts

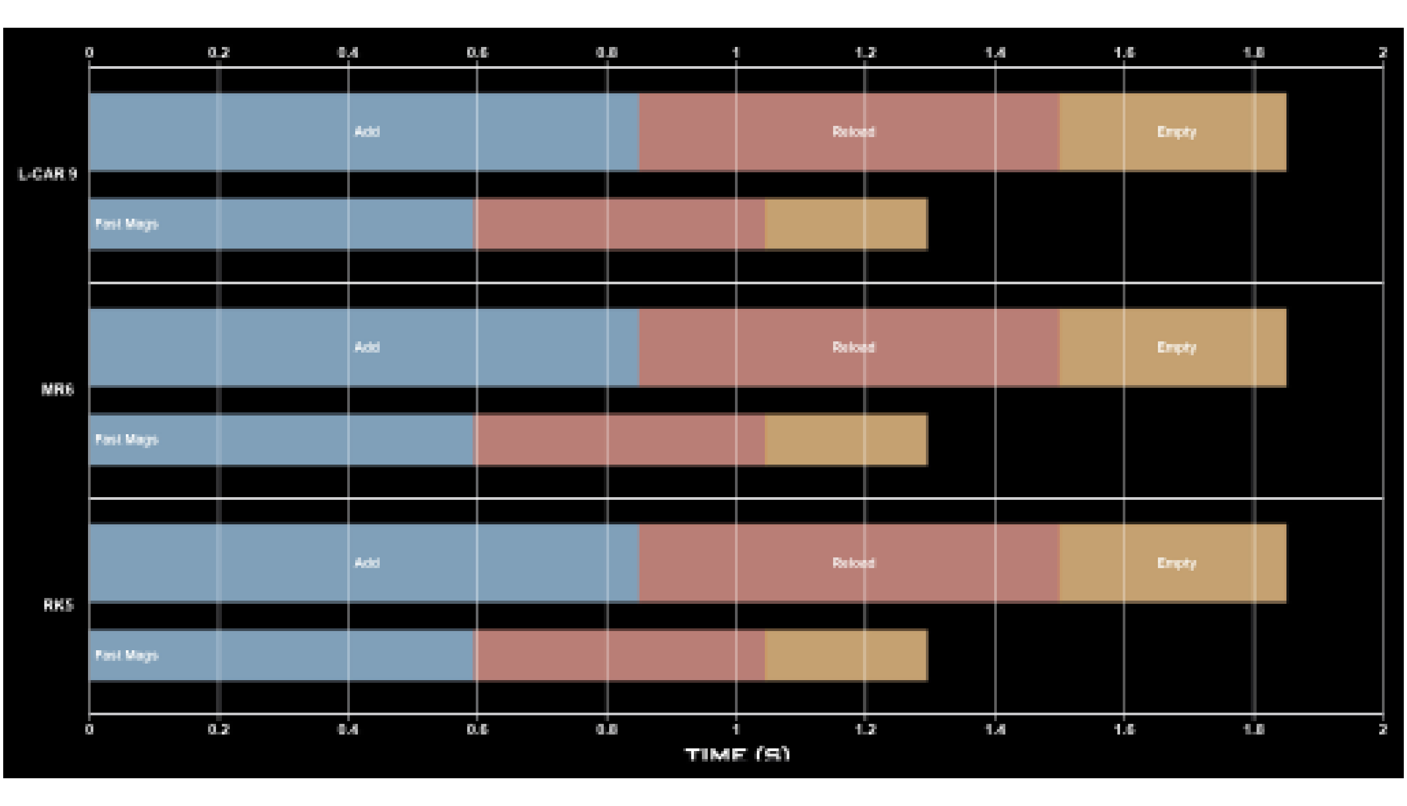
Pistol Shots to Kill



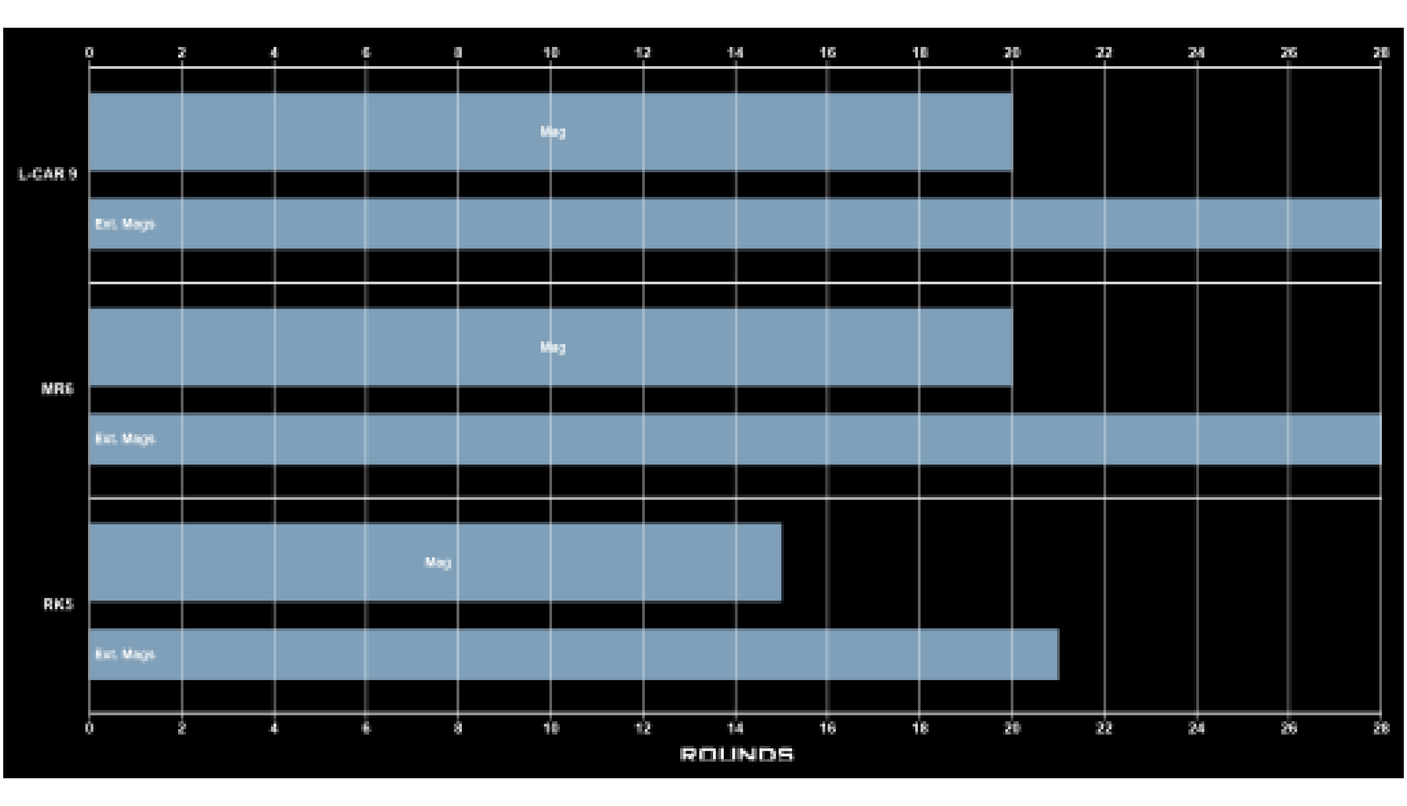
Pistol Rate of Fire



Pistol Reload Times

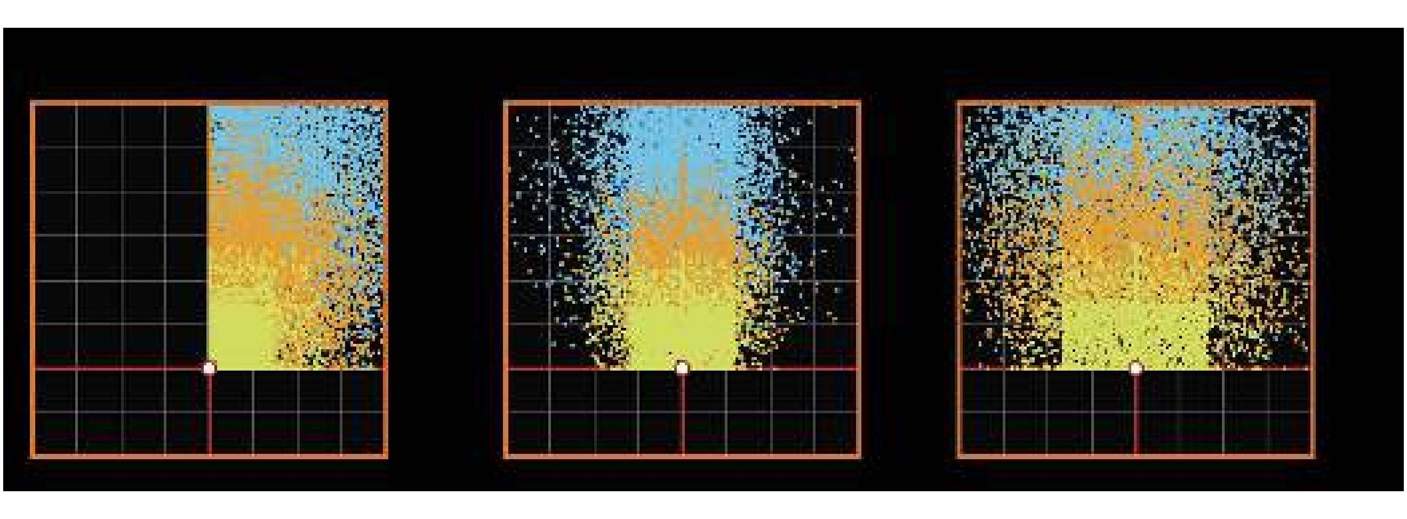


Pistol Ammo



PISTOL Recoil Plots

○ First Shot



Launchers

Launchers are specialized equipment, primarily useful for eliminating enemy scorestreak equipment.

There are two models, the BlackCell carries four rounds, giving you more destruction in a single package, but it lacks the freefire capability of the XM-53.

The XM-53 can also be used to siege rooms or blow up players near objectives. Like all explosions, the incidental damage can also detonate nearby basic enemy equipment.

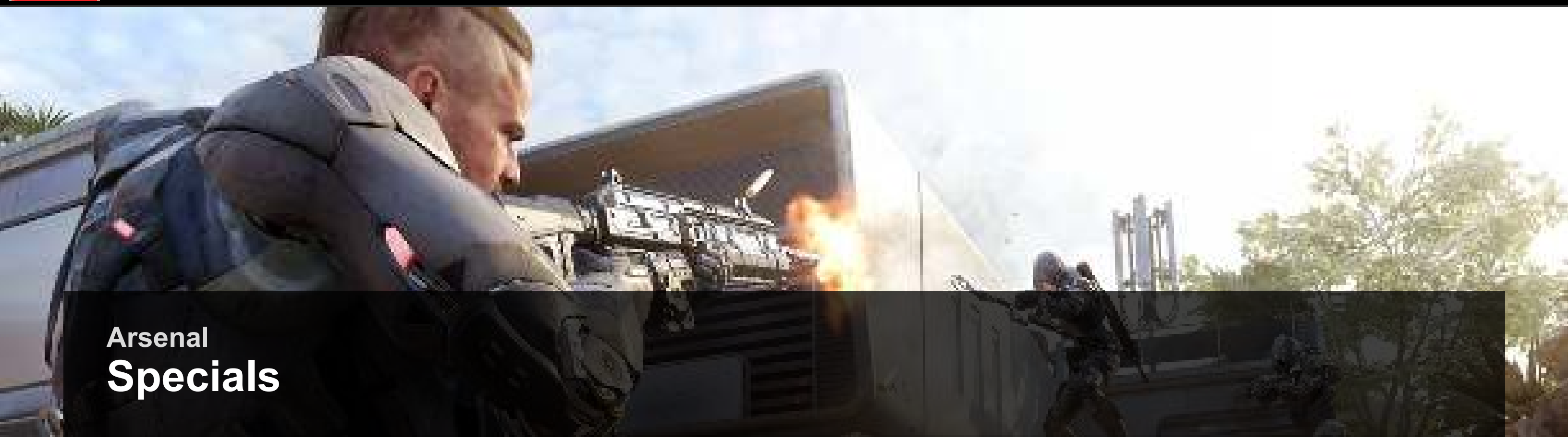
It’s a good idea to keep at least one class around with a BlackCell alongside the perks Blind Eye and Cold Blooded—pair this with Black Hats and the Engineer perk and you can easily and safely shut down a huge chunk of enemy scorestreak capability.

In an emergency (say, a Mothership inbound), quickly switching to such a build can save your team a lot of pain.

On a build making heavy use of Scavenger and lethal equipment, the XM-53 is a good supplement, giving you even more ranged explosive firepower.

Launcher Notes

- Both the BlackCell and the XM-53 can lock onto enemy scorestreaks, in the air or on the ground.



Arsenal

Specials

Combat Knife

The Combat Knife is an instantly lethal melee option. Unlike your normal gun bash that can't kill in one hit from the front, the combat knife can kill in a single swing from any direction, and performs a short range lunge to score the hit.

Knife kills are also stealthy, so for a fast moving build, you can consider taking a combat knife instead of a Suppressor on your main weapon to keep its full range potential.

Using the Combat Knife well requires keen awareness and rock solid map knowledge; otherwise, you're likely to sprint into gunfire before you can score a killing blow—and encountering two enemies at once rarely ends well.

Arsenal

Attachments 1

Make your weapon your weapon

Attachments are used to customize your weapons. They can improve and alter many different parts of the weapon, from its rate of fire or hipfire accuracy to handling speeds or even headshot damage on some weapons.

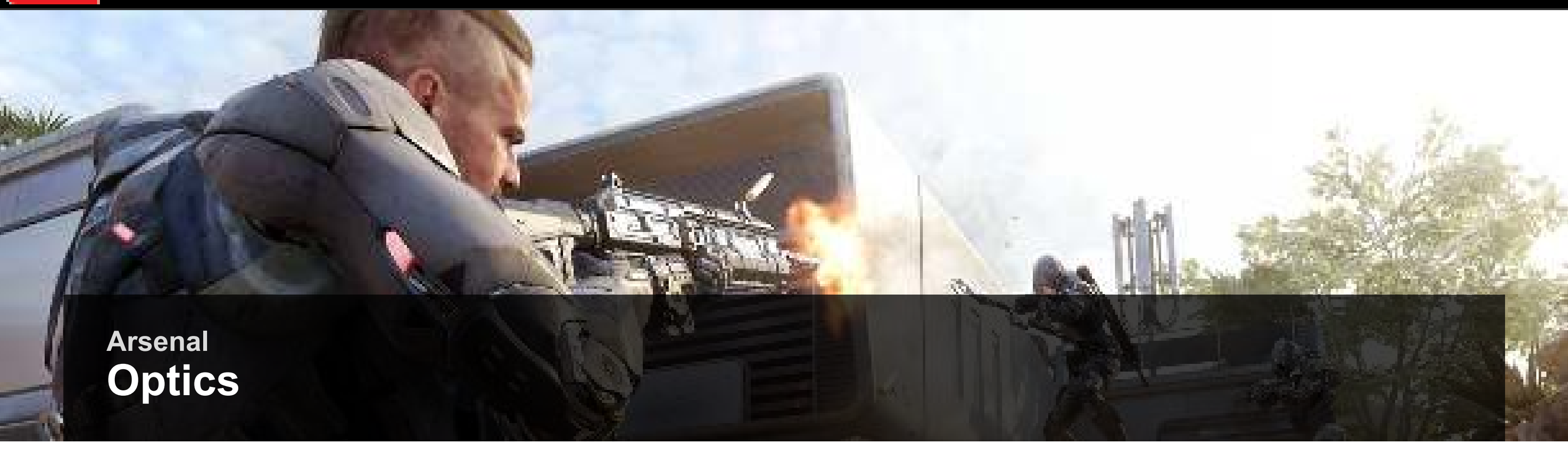
Each attachment (including sights) require one of your Pick 10 points, so be very choosy about what attachments you take. A 'nice to have' attachment may not outweigh another perk choice, or a key piece of equipment.

New to Call of Duty: Black Ops III is the ability to create a primary weapon with five attachments. Doing so burns up all of your Pick 10 points, requiring you to take the Primary Gunfighter perk three times. But if you really want a tricked out weapon, you can make one.

Normally, each gun can take one optical sight, two attachments for primaries, and one for secondaries. The Primary and Secondary Gunfighter wildcards let you add an extra attachment past the normal limit.

In Call of Duty: Black Ops III, Attachments actually customize the appearance of your guns, too! Not only that, you can even cycle through different visual variants for the same attachment—tinker with the appearance of your gun right down to the frame, barrel, and magazine, alongside your custom camo or paintjob!

Visit the Gunsmith in the menu to view and customize any gun in the game. You can set up different variant weapons any time you want and select them as 'templates' on any class to instantly equip a specific weapon with a specific set of attachments and a custom paint scheme.



Arsenal

Optics

Reflex Sight

Reflex Sight

Precision red dot sight

The most basic of all sights, the Reflex Sight is a simple red dot. This provides a clean and clear view on target, and for weapons with obscuring iron sights, this is a good replacement.

For weapons with clear iron sights, you may not want to burn a Pick 10 point on this sight, but if you plan to fight at a distance regularly and you dislike the irons, it can be worth the investment.

Recon Sight

Recon Sight

Enhanced zoom sight

A basic optic with more zoom compared to the basic Reflex sight.

Best taken on Assault Rifles customized for long range, or on some Sniper Rifles if you plan to fight on the move.

The Recon Sight is a poor choice for CQC, so make sure you have a backup weapon for short range fights, or the Quickdraw and/or Laser Sight attachments to give you a fighting chance up close.

Varix 3

Magnification Optic. Press right analog while aiming down the sight to switch between zoom levels.

A mix between the Reflex and the Recon, the Varix 3 gives you the ability to toggle between zoom levels, and it does so while you are ADS with an instant modification to the holographic sight.

The key to using the Varix 3 well is making sure you always have the right zoom level selected for the range of engagements you expect in any given area. Losing time changing focus while targets are moving (or shooting!) is a bad idea.

Thermal

Identify enemies by detecting their increased heat signatures against the environment.

The Thermal scope is a powerful optic that highlights enemy targets in bright colors against a dim background. Only the Hard Wired perk protects against this highlighting, and it makes spotting enemies in the distance, in the dark, or behind cover quite easy.

The downside is the Thermal scope is a bit cumbersome, and your view is restricted compared to the more open sights, so you can get tunnel vision and get flanked and killed if you aren't careful about checking your surroundings periodically.

BOA 3

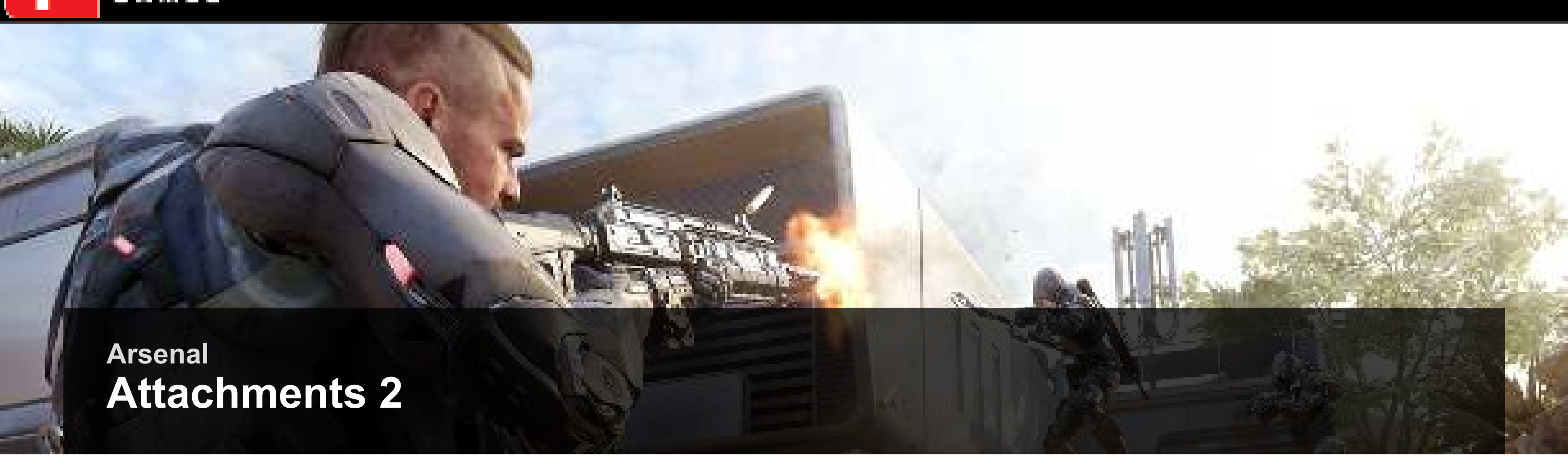
Biometric Object Analyser.

Illuminates red when an enemy is in frame, or blue for a friendly.

ELO

Emitted Light Optic.

Iron sights with a floating point illuminated reticle.



Arsenal

Attachments 2

Quickdraw

Aim down the sights faster.

A very useful attachment for close-medium range combat, Quickdraw cuts your ADS speed significantly, letting you get your sights up and your aim on target more quickly.

Quickdraw works very well on SMGs and Assault Rifles. It can be used on some of the LMGs to give them an edge in mid-range fights, and the ADS-focused shotguns can benefit from it, as well.

Sniper Rifles cannot make use of quickdraw. If you want to ADS more quickly, use the fastest handling sniper, the Locus.

Suppressor

Suppressor

No mini-map signature when firing and reduced muzzle flash.

A very powerful stealth attachment, the suppressor conceals your minimap signature when firing your weapon.

The price for this stealth is steep—it severely reduces the range of your weapon, resulting in quicker damage fall-off. That mean you typically need one extra shot at most ranges outside CQC.

The benefit of staying off radar while firing is significant, but keep this drawback in mind—if you find that you are often fighting at a distance near your team, you're better off without a Suppressor.

Grip

Reduced recoil while aiming down the sight.

A simple and useful attachment for distance fighting, the Grip simply acts to decrease recoil while firing. For already stable weapons, this is usually overkill, but weapons with heavier recoil can benefit more significantly from a Grip.

If you plan on fighting at long range with a fully automatic weapon, a Grip is a good choice. It's much less important at short ranges.

High Caliber

High Caliber

Headshots do increased damage.

A unique attachment for Pistols and Assault Rifles, High Caliber increases the headshot damage bonus. This can shave a shot off the shots needed to kill a target, reducing kill time if your accuracy is on point.

Alongside Rapid Fire, this is the only other attachment in the game that can speed up kills, so if you're willing to burn the point and aim high, it can win you some gunfights you might not have without it.

Stock

Move faster when aiming.

A useful attachment for midrange firefights and clearing corners, the Stock increases your movement speed while ADS. Aiming your weapon slows your movement speed, so the Stock can help compensate for this slightly.

At a distance, this can give you a bit of extra speed while strafing side to side to dodge incoming fire.

When moving around interior areas or blind corners, you can use the Stock to move more quickly, keeping your sights up and ready to fire in an instant. This ability is generally more useful for Assault Rifles or LMGs that have slower handling than SMGs or Shotguns.

Laser Sight

Laser Sight

Increases hip fire accuracy.

A simple attachment, the Laser Sight tightens hipfire spread. This is very effective on shotguns and SMGs, and can give you a fighting chance with an Assault Rifle or LMG in CQC.

FMJ

Increased penetration.

FMJ boosts the penetration power of your shots, letting your bullets cut through cover more easily. Note that FMJ does not directly increase damage; rather, it means you lose less damage when shooting through cover or walls.

FMJ is particularly effective on Assault Rifles with Extended Mags, or LMGs in general, both of which have sufficient ammo to simply dump a mag into cover or a wall to score a kill.

Remember that you can use hitmarkers to track a target through a wall—keep firing if you're still getting markers!

Fast Mags

Reload faster.

A valuable attachment for engaging multiple targets in CQC, if you plan on fighting in close proximity to the enemy team regularly, Fast Mags can save your life by reducing downtime during magazine changes.

At a distance, reloading quickly is less critical, so skip this attachment if your build is focused on long range combat.

Extended Mag

Extended Mag

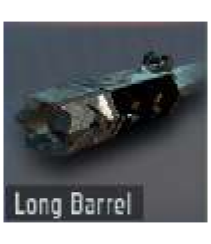
More ammo in each magazine.

Increased magazine size gives you extra rounds to down multiple targets without a reload. Similar to Fast Mags, this attachment is generally more useful in CQC than long range combat.

To get the most benefit from this attachment, it's important that you do not reload after every kill. If you die during a reload when an enemy comes around a corner, and you still had 25+ rounds in left, you're not taking full advantage of this attachment!

Keep your weapon topped off when you can reload safely, but if you fired an unsuppressed weapon near the enemy team (or even a suppressed weapon if you suspect the enemy team is coordinating via chat), prep for a second enemy; don't reload immediately.

Long Barrel



Increases range.

The Long Barrel provides a slight increase in the effective range of your weapon, extending the range you deal full damage before it begins to fall off.

To some extent, this can be an effective increase in your time to kill at a distance, but it isn't as direct as High Caliber or Rapid Fire.

The range increase is fairly slight—examine the weapon charts in this chapter and take a look at the rangefinder maps to see if the increase is worth the point on the specific weapon you're using.

Rapid Fire

Increased rate of fire.

Rapid Fire gives a slight increase in the rate of fire of your weapon, potentially reducing its time to kill, at the cost of decreased accuracy from the increased recoil.

In general, Rapid Fire works best on SMGs and weapons customized for CQC, but very stable weapons can take advantage of it at a distance. Experiment with your favored weapons (and the Grip attachment) and see if you can handle the added recoil at range. If you can, Rapid Fire can speed your kills.

Up close, Rapid Fire is usually a straight up improvement in kill times, whether hipfired or ADS at short range.

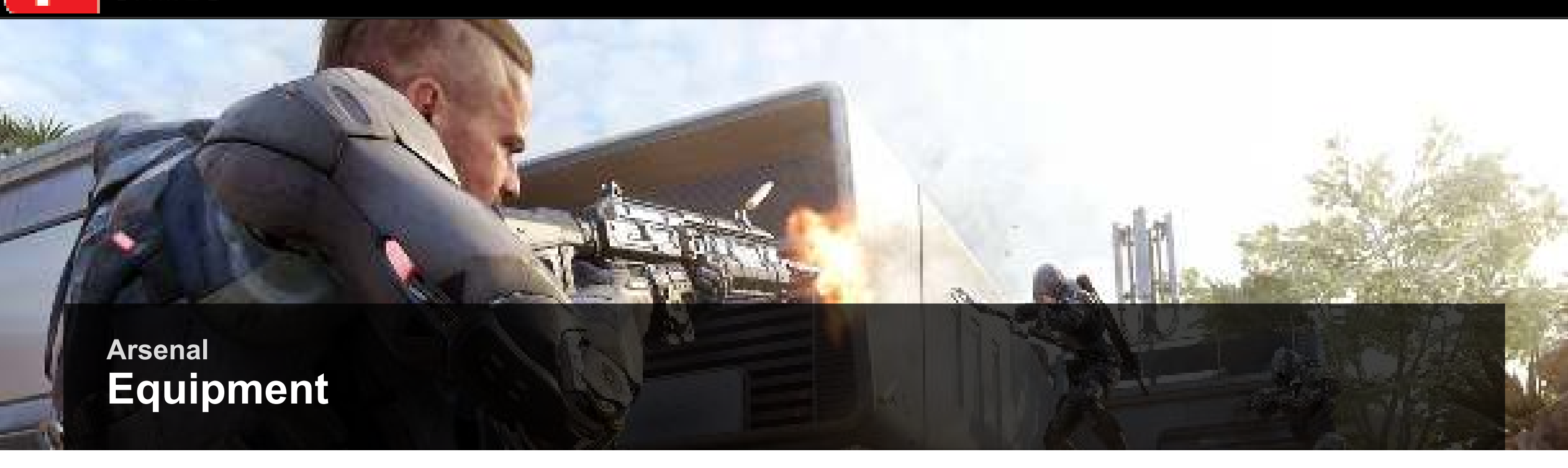
Ballistics CPU

Ballistics CPU

Reduced weapon sway when aiming.

A Sniper Rifle-specific attachment, the Ballistics CPU reduces the idle sway you experience while aiming down your scope.

This is a good choice if you're planning on playing as a mobile sniper. If you typically engage at the longest range possible, the extra sway is rarely an issue as you have the time to steady your sights and line up shots.



Equipment

Lethal

Lethal gear for indirect attacks

Explosive Defense

The Flak Jacket perk reduces all explosive damage, and can protect you against all lethal equipment aside from the Combat Axe.

Flak Jacket can't save you from direct hits from certain explosives, or a barrage of multiple explosives, but it is a very important perk if you are planning on standing on or near objectives where explosives are an occupational hazard.

C4

A plastic explosive detonated by double tapping Reload or pressing Throw Lethal. A proximity alarm notifies player when an enemy is near.

C4 is a manually detonated explosive, making it useful for guarding objectives and blocking chokepoints.

Thrown C4 sticks to surfaces, allowing you to plant it on walls or ceilings, which can be useful to help conceal the package from alert enemy players.

When an enemy player without the Hard Wired perk approaches your planted C4, an alarm appears on your screen—detonate it fast enough and you can usually score a kill, as long as they aren't using the Flak Jacket perk.

C4 takes a moment to arm when thrown, so you can't use it as an airbursted explosive—stick to cooked Frags for that trick.

Combat Axe

Retrievable axe that causes instant death on impact.

A specialized piece of lethal gear, the Combat Axe is a thrown weapon that is instantly lethal if it hits, but requires practice to become truly effective with it.

The axe is highlighted through walls or terrain where it lands, so you can always retrieve it simply by walking over it (unless you really lobbed it across and off the map).

A Combat Axe can be a surprisingly useful piece of kit for an LMG or Sniper build—if you're skilled with it, you can instantly and silently dispatch an attacker at close range, faster even than switching to a Pistol.

Frag

Explodes after a short fuse. Can be cooked by holding Throw Lethal.

The most basic of explosive grenades, Frags can be 'cooked' by holding the Grenade button. Frags have a 3.5s timer, so you can safely hold it for up to three seconds before the throw.

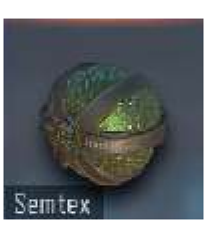
Each second you hold the grenade, your crosshair pulses, so timing it is quite easy.

If you practice throwing the Frag at each pulse, you can learn exactly where the grenade detonates at different times, and this allows some impressive and useful stunts like detonating it in front of windows or just over cover.

The reach of the Frag grenade is greater than any other lethal gear if you are skilled at timing and aiming your throws. The downside is that it requires cooking time to use, so this is a poor choice if speed is your primary concern.

Uncooked Frags can be tossed back by pressing the Grenade button when standing near a hostile Frag on the ground. The Fast Hands perk resets the timer, meaning it's always safe to throw a Frag back with the perk. Without it, running may be the safest option unless you're sure you have time to grab it and throw it back!

Semtex



Grenade that sticks to surfaces before detonating.

A sticky grenade with a slightly shorter fuse than the Frag, Semtex is ideal for getting explosive damage on target more quickly.

Semtex sticks to any surface (or player!) that it contacts, and a stick to another player is lethal even to a player with Flak Jacket.

Semtex works well as a general explosive, as it is easy to use, has a fairly short detonation timer, and has a predictable throwing arc, with no roll like the Frag.

Thermite

- Explodes on impact to create a dangerous heat zone for a short time, burning any enemies inside.

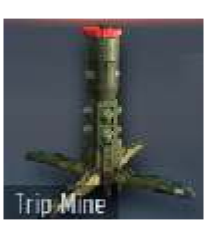
Thermite is a useful area denial lethal, creating a field of burning death that quickly kills any players that run through or stay in the flames.

Flak Jacket all but eliminates damage from Thermite, so you can safely ignore it when using that perk as long as you aren't under direct enemy fire.

Thermite works very well for clearing objective areas and blocking narrow passages. Remember that players can always use double jumps and wall runs to bypass Thermite, but in interior areas, you can create temporary impassable chokepoints, and on objectives, players have no choice but to back off or die in the flames.

Thermite doesn't have the instant explosive power of some other lethals, so it isn't as strong of an option for directly eliminating enemies, but its utility for area denial is very useful—and with a good throwing arm, you can surprise and directly kill campers who are scoped in and unaware when the Thermite lands.

Trip Mine



Proximity mine that launches into the air before detonating.

Trip Mines can be thrown and stick to any surface. If a hostile walks into range, the mine triggers and detonates.

Trip Mines explode out directly from whatever surface they were stuck to (floor, wall, ceiling) in a straight line, creating a narrow cone explosion.

There is a delay before Trip Mines fire, so sprinting players who run past at an angle can often completely avoid the explosion, and at its outer reaches, the blast is not fatal. Flak Jacket users can all but ignore the blast.

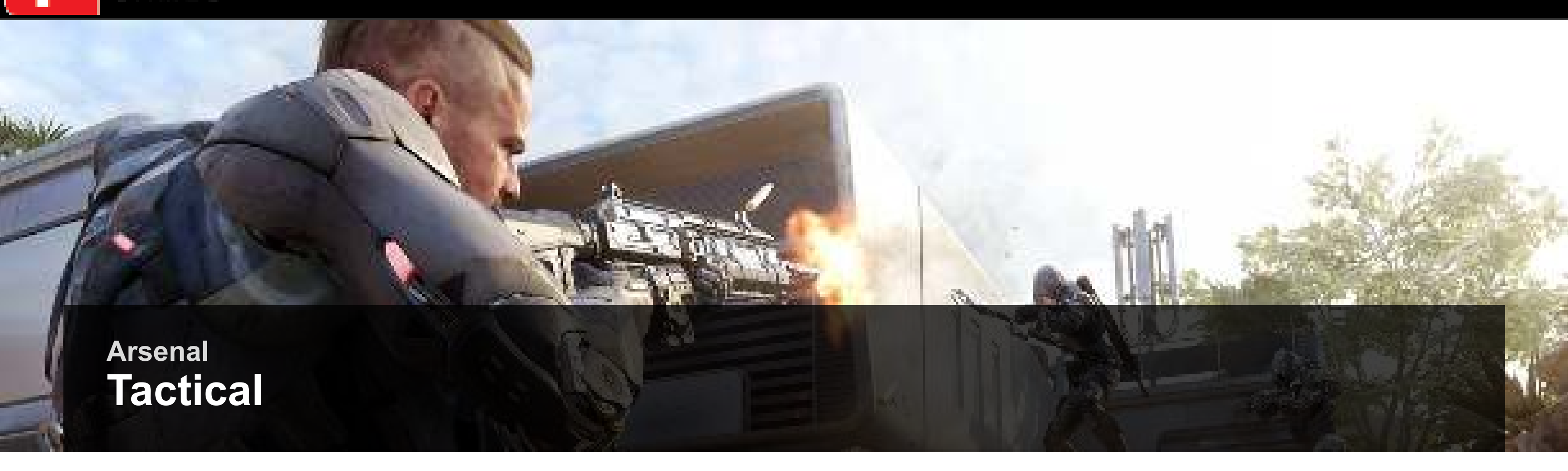
Because of the delayed activation and inability to kill fast moving players (which is most of them!), placement of Trip Mines is critical if you actually want to score kills.

As an early warning device, Trip Mines are effective whether they even do any damage—if you are nearby, the sound of your Trip Mine going off is enough warning to aim toward the threat before it arrives.

To score kills, you must place Trip Mines very carefully. The most reliable method is to stick them on the edge of a doorway (or hall, narrow gap, etc.) so that any player running through the door triggers the mine, and the resulting explosion is channeled directly in line with them.

You want your mine firing off so that the blast is channeled directly along with the player that triggered it; if they are running perpendicular, they're all but guaranteed to dodge it completely.

A devious method to score kills with Trip Mines is to pair them with Shock Charges. A properly placed combo of a single Trip Mine and Shock Charge placed carefully can guarantee kills on anyone not running Flak Jacket or Tactical Mask. Add Scavenger to repeatedly reset your traps.



Arsenal

Tactical

Critical support equipment

Black Hat

Hacks enemy scorestreaks and equipment to take control of them. Powerful scorestreaks require one use to breach the firewall, and a second use to hack.

The Black Hat is a powerful anti-scorestreak tool that can also be used to disable enemy equipment. It's about as effective as a secondary launcher, though it usually takes a bit longer to hack than it does to lock and fire a missile (or quite a bit longer than dumbfiring the XM-53).

However, the Black Hat has one very significant advantage over a launcher—streaks and equipment hacked come under your control! You can quite literally turn the enemies' weapons against them, and there's nothing quite as satisfying as stealing a high end scorestreak and watching it devastate its owner and everyone else on the enemy team.

To hack a target, however, you must get a clean line of sight to initiate the hack, then continue to hold the Tactical button long enough to complete the hack.

It's possible to hack any enemy streak (even the HATR!) if you're fast enough, but be wary of trying to hack enemy streaks near hotly contested objectives or the midfield of any map—you're a corpse if an enemy spots you.

Pair the Black Hat with the Engineer and Scavenger perks and you can roam the map and support your team by disabling any equipment the enemy team puts out, hacking it right through walls. A nasty surprise on enemy Trip Mines or Shock Charges!

Concussion

Concussion

Disorients enemies and slows movement.

A very powerful support weapon, concussion grenades stagger any target in the blast radius, severely impairing their ability to move. The blast also causes a disorienting flash, though not quite on the level of the actual Flashbang grenade.

Concussion hits make it almost impossible to turn while afflicted by the blast, which means that if you score on a Concussion hit on a target (or targets!) and then flank them, you can score easy kills against enemies that cannot retaliate.

Be aware that, like most other grenades, throwing a Concussion alerts any nearby enemies to your position, and throwing a Concussion and then rushing straight ahead is often a good way to get killed—even staggered, enemies can still aim and shoot in their frontal arc.

Be careful—players with the Tactical Mask perk can ignore the effect of Concussion grenades!

EMP

Disables nearby enemy electronic systems.

The EMP is another powerful anti-equipment tool, though compared to the Black Hat, it is all but useless against aerial scorestreaks, and very useful against ground based scorestreaks or equipment.

Enemy players hit by an EMP do suffer a loss of their HUD temporarily (and cannot activate streaks or equipment), but the effect is fairly minor—save your EMPs for nasty enemy gear.

EMPs can shut down a variety of nasty enemy streaks, from Guardians and Sentries to Cerberus and G.I. Units.

Like the Black Hat, pairing it with Engineer and Scavenger gives you a powerful weapon to disable enemy streaks and equipment quickly and easily.

Flashbang

Blinds enemies and impairs hearing.

Flashbangs cause a severe blinding effect, whiting out the screen of anyone directly hit by the blast. Unlike Concussion grenades, Flashbangs don't impair mobility, but the blinding effect is intense enough to let you easily win a gunfight against a blinded target.

Like Concussions, be very careful about throwing a Flashbang and running in straight at a target—they might be blind, but skilled players will spot the incoming grenade, and aim for the most likely point of entry to their position to shoot you while they are blind.

Throwing a Flashbang from a distance toward an objective or crowded chokepoint as your team attacks can be quite effective, as can throwing a flash from one direction and attacking from another.

Support Bombing

The irritating tactical cousin to lethal grenade spam, pairing Scavenger with Concussion or Flashbang grenades and constantly lobbing them at the enemy team can, over the course of a match, severely hinder the opposing team.

Much like the Counter-UAV and other support equipment and streaks, the overall impact of using support grenades can be difficult to gauge, but if you're ever on the receiving end of multiple players spamming Concussion and Flashbangs at you for an entire match, you'll develop a healthy respect (or hatred) for the tactic.

Remember, like Flak Jacket for lethals, the Tactical Mask perk can shut this tactic down completely.

Shock Charge

Shock Charge

Proximity triggered mine that electrocutes and stuns nearby enemies.

A non-lethal trip mine of sorts, the Shock Charge stuns any enemy that comes close to it, temporarily paralyzing them.

The stun effect is extremely intense, more powerful than the Concussion, but it is very short lived. It's just about enough time to react to the sound of the charge triggering and attacking the stunned player if you are nearby.

Placing them randomly around a level while you are elsewhere is generally ineffective, so make use of Shock Charges to aid you when defending an area, particularly if you're trying to cover an objective with multiple approaches.

Planting a Shock Charge in one direction can alert you to enemies before you can see them—just be wary of players with Hard Wired, who won't trip the charge, or Tactical Mask, who won't be stunned.

Smoke Screen

Smoke Screen

Produces a smoke screen upon impact. Allies within the smoke cannot be detected on the enemy mini-map.

A passive defensive tool, Smoke Screen grenades are easy to overlook, but they are very powerful tools in objective modes.

Paired with a proper build equipped with Flak Jacket, or a teammate using the Trophy System, and you can set up a smoke cloud to completely conceal and protect an objective.

Using smoke wisely can make otherwise severely exposed objectives very difficult for the enemy to attack effectively, and placing smoke at key chokepoints can also work well to provide cover for you and your team where none exists.

Thermal Scopes can cut through smoke, but otherwise, the smoke is anywhere from extremely difficult to impossible to see through.

You certainly aren't protected from bullets while inside the cloud, but enemies blindly firing into it are far more likely to miss you prone on the other side of a bomb plant site or the edge of a Domination point than they are if you're visible out in the open.

In pure deathmatch modes, Smoke Screen is typically less useful.

Trophy System

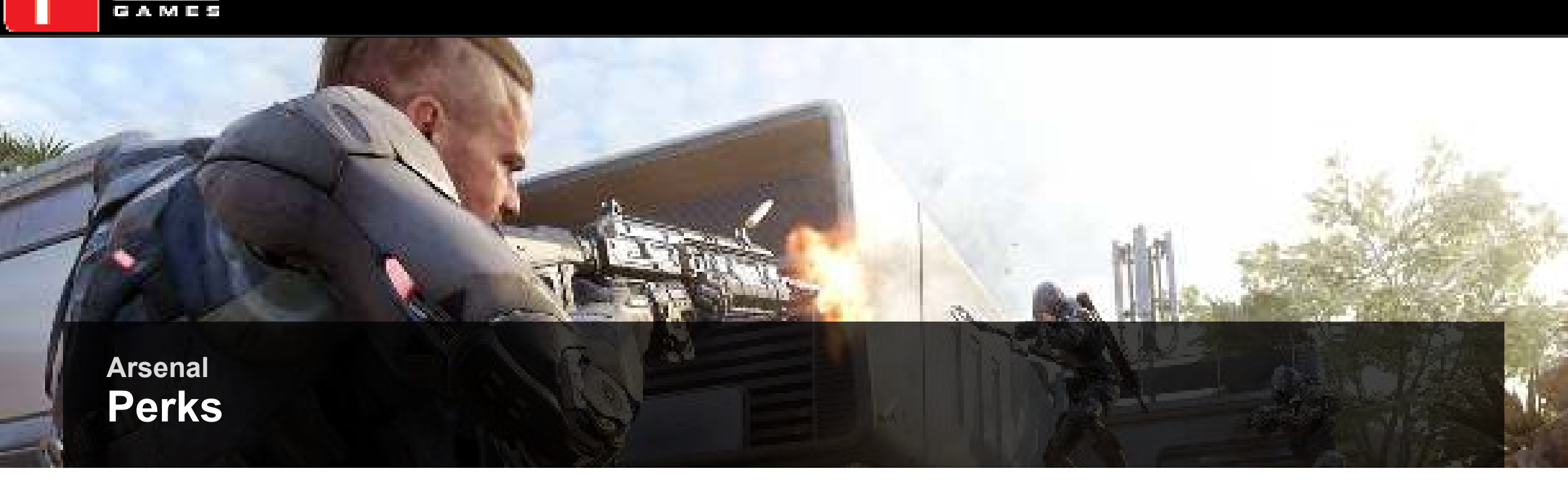
Trophy System

Destroys enemy Lethals, Tacticals, and explosives within 10 meters. High velocity missiles have a chance to penetrate the system.

The Trophy System shoots down any two incoming projectiles. This includes everything from the obvious hand grenades, right up to Outrider's Sparrow shots, Battery's War Machine explosives, or scorestreak missiles. If it's a dangerous enemy object in the air, odds are the Trophy System can (usually!) stop it.

The Trophy System is a great tool for defending objectives, because while Flak Jacket and Tactical Mask can protect against most bad things coming at you, the Trophy System can outright destroy almost all of them.

The Trophy System isn't a glamorous or lethal tool, but like the Smoke Screen, used well it can score your team the win in many objective game modes.



Arsenal

Perks

Perk 1

Afterburner

Thrusters have faster recharge rate.

If you greatly favor mobile combat and use your thrusters frequently, Afterburner is a great choice. If you often fight at long range or rarely use your thrusters, skip this perk.

Afterburner significantly cuts the thruster recharge time, so this makes repeated double jumps and slides more viable, and reduces the time you need to spend sprinting or wall running to recover thrust charge.

With practice, you can use wall runs to move quickly and recharge your thrusters in time for any double jumps you need to make to traverse levels quickly even without Afterburner, but this perk gives you more freedom to use your thrusters as often as you wish.

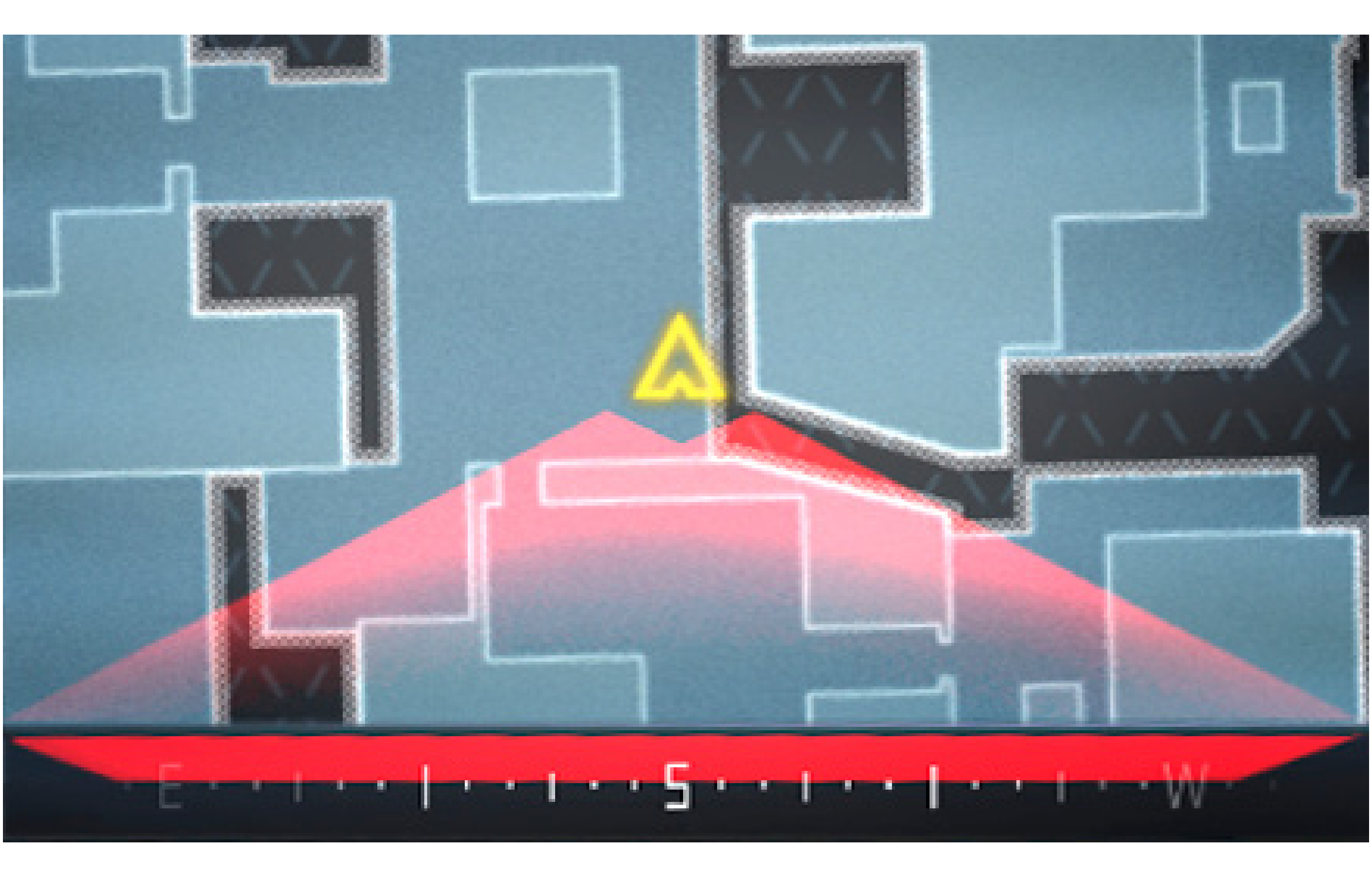
Sixth Sense

Displays a mini-map indicator with the direction of nearby enemies.

A defensive situational awareness perk, Sixth Sense detects any nearby players and flashes a directional alert on your minimap.

This perk can save your life in a lot of situations, so it is very useful, but learning to react to the direction of the flash in relation to the terrain around you takes practice—and in some multi-level areas, the constant proximity alerts can be distracting (but also often a really good sign you should be getting away from that area!).

Like Tracker, Sixth Sense is heavily weakened by Hard Wired. An enemy with Hard Wired can move into melee range before they trip the alert!



Blind Eye

Undetectable by enemy air support.

The airborne twin to Cold Blooded, Blind Eye prevents automated aerial streaks from attacking you, and conceals you from the vision of player controlled aerial streaks.

Player controlled streaks can absolutely still spot you without targeting assistance, and nearby explosions on players without Blind Eye are a hazard even from automated attacks, so mind your positioning if you're using Blind Eye and another friendly is nearby.

Always keep a build with Blind Eye and a launcher handy as an emergency defense against powerful aerial scorestreaks. If something truly nasty comes up, switch to the class and use Blind Eye to help you take out the streak safely.

Overclock

Earn your Specialist Weapon or Specialist Ability faster.

If you favor using your Specialist powers frequently, Overclock is a simple and obvious pick.

Reducing the time it takes to earn your power means more kills per match from offensive powers, and more clutch plays from utility powers.

Because Specialist powers are new to Call of Duty, we strongly recommend taking this perk for your first week or two of play, simply to get the maximum use of your powers and learn their ins and outs more quickly.

Flak Jacket

Take less damage from enemy explosives and flames.

A powerful defensive perk, Flak Jacket provides damage resistance to Thermite grenades, Firebreak's specialist attacks, and (most importantly) all forms of explosive damage.

Flak Jacket is another general purpose perk that is very useful on builds devoted to securing objectives, but it provides protection from such a wide range of threats it can be a safe choice on a lot of combat focused classes.

Ghost

Cannot be detected by enemy UAVs while moving, planting or defusing bombs, or while controller scorestreaks.

A powerful stealth perk, Ghost has some distinct limitations. In order to remain active, you must keep moving. If you remain stationary for more than a few moments, you again appear to enemy UAV coverage.

Because Ghost demands that you keep moving, it's very useful either for aggressive stealthy builds with suppressed weapons, or simply for getting into a key position without worrying about a UAV giving away a flanking move or attempt to secure a key firing line.

Ghost also remains active while planting and defusing bombs and controlling scorestreaks, so you aren't penalized for playing the objective or using your hard earned streaks.

Perk 2

Fast Hands

Swap weapons faster and aim faster after sprinting. Reset the fuse when throwing back frag grenades.

A useful combat perk in general for the quick switching and faster recovery from sprints, Fast Hands can give you an edge in dicey CQC encounters.

If your build is focused on short range combat or aggressive stealthy play, Fast Hands is a good choice.

The perk of safely returning thrown Frag grenades is occasionally nice when defending an objective area, but doesn't come up very often in most situations.

Ante Up

Spawn in with a starting bonus to your scorestreak meter.

Ante Up provides a small bit of bonus score to your scorestreak when you first spawn. Because this is a one-time bonus, it is best used by pairing it with a set of low cost scorestreaks, so you can reliably and quickly hit them repeatedly during a match.

Ante Up is less effective for securing high end streaks, and less useful in general if you're playing very defensively (or literally on defense in modes like CTF), and you expect to survive for longer than aggressive builds.

Hard Wired

Immune to Counter-UAV, Power Core, EMP Grenade, and Smoke Screen. Won't trigger Trip Mines, Shock Charges, or C4. Reduce your digital imprint against enemy Tracker and Sixth Sense Perks.

An extremely useful defensive perk, Hard Wired protects you from a host of equipment and streaks, and even protects you from both perks that locate players.

Hard Wired is a good general perk choice for most combat builds, due to the wide array of dangers it protects against.

Tracker

See a digital imprint of enemy footsteps.

Tracker causes enemy players to leave a trail of digital footprints behind them. Players with the Hard Wired perk barely leave the footprints for a few feet before they vanish. For any other player however, Tracker can alert you to their presence and lead you to their position.

Be very careful about getting too focused on the footprints! Use them to alert you to enemy presence, then stay on guard and focused on your surroundings.

Cold Blooded

Not targeted by ground-based AI Scorestreaks. Immune to Thermal Optics.

Cold Blooded causes ground-based streaks to ignore you. Because this streak is useful only if the enemy team is capable of calling in lethal streaks consistently, you should keep a build in reserve that has this perk alongside a launcher or EMP grenades to shut down the streaks safely.

For general use, Cold Blooded won't protect you from anything outside the occasional Thermal scope user, so there are better options for general combat builds.

Scavenger

Replenish ammo and equipment from enemies killed by non-explosive weapons.

An extremely powerful support perk, Scavenger lets you resupply your ammo and equipment from enemies that have been killed by non-explosive weapons.

You can refill your lethal and tactical equipment, and keep running and gunning with your customized weapon by making use of Scavenger.

Scavenger is vital on builds that intend to make heavy use of lethal and tactical equipment, but it can also be important if you are running a favored custom weapon and you are capable of routinely scoring mid to high tier scorestreaks—without it, you're forced to pick up an enemy weapon that may not suit your tastes when you run out of ammo.

Perk 3

Gung-Ho

Hip-fire your weapon, deploy equipment, and throw grenades while sprinting.

Gung-Ho gives you a bit of an edge in mobile combat, allowing you to hipfire while on the run. You can also drop equipment or toss grenades, which can be useful in some situations where you are sprinting toward an objective and can't afford any lost time.

While Gung-Ho allows you to hipfire while running, the main advantage this has is letting you begin shooting as you stop and transition into ADS, or a side-strafing hipfire.

Running straight at enemy players while hipfiring isn't a great way to stay alive, so use the extra timing edge it gives you to initiate fights with your gun already firing, rather than trying to charge straight at enemies!

Blast Suppressor

No mini-map signature when thrust jumping. Thruster sound is suppressed.

A minor stealth perk, Blast Suppressor hides the mini-map ping from using thrust jumps and suppresses the sound your thrusters make.

Blast Suppressor can be used alongside a suppressed weapon and the Ghost perk to completely hide your minimap presence from the enemy team—important for aggressive CQC builds where you plan to spend a lot of time in close proximity to the enemy team with little or no friendly support.

Awareness

Enemy movements are easier to hear.

A perk that works best with an excellent audio setup or good headphones, Awareness extends the range that you can detect enemy footsteps.

A useful perk for situational awareness, but only if you are capable of learning and then reliably recognizing and picking out enemy sounds in the midst of all the other noises on the battlefield!

Engineer

Show enemy equipment and Scorestreaks. Re-roll and booby trap Care Packages.

A useful support perk for certain builds, Engineer lets you spot enemy gear and streaks through walls, highlighting them in bright orange.

This perk pairs extremely well with the Black Hat tactical equipment, allowing you to easily and safely hack enemy gear through walls at short ranges. You can also use it to find good targets for launchers and EMP grenades.

Engineer also has some defensive and offensive utility, as well. You can protect yourself from enemy equipment and streaks by simply avoiding them once aware of their presence.

For the offensive use, pay careful attention to where enemy equipment is located and you can often figure out where enemies are hiding out. If you happen to spot a piece of gear going down in front of you, you have instant information on an enemy location!

Tactical Mask

Reduce the effects of Flashbangs, Concussions, and Shock Charges.

Tactical Mask protects you from a small but powerful subset of equipment. Flashbangs, Concussion grenades, and Shock Charges are all completely ignored while you have this perk.

If you know for a fact that the enemy team is using these items heavily, this can be a useful perk, or you can take it if you're planning on sitting near objectives, with the expectation that they'll be mixed in with the usual hail of explosives.

In general, Flak Jacket is a safer pick, but if you're fully committing to an objective securing build, adding Tactical Mask isn't a bad idea.

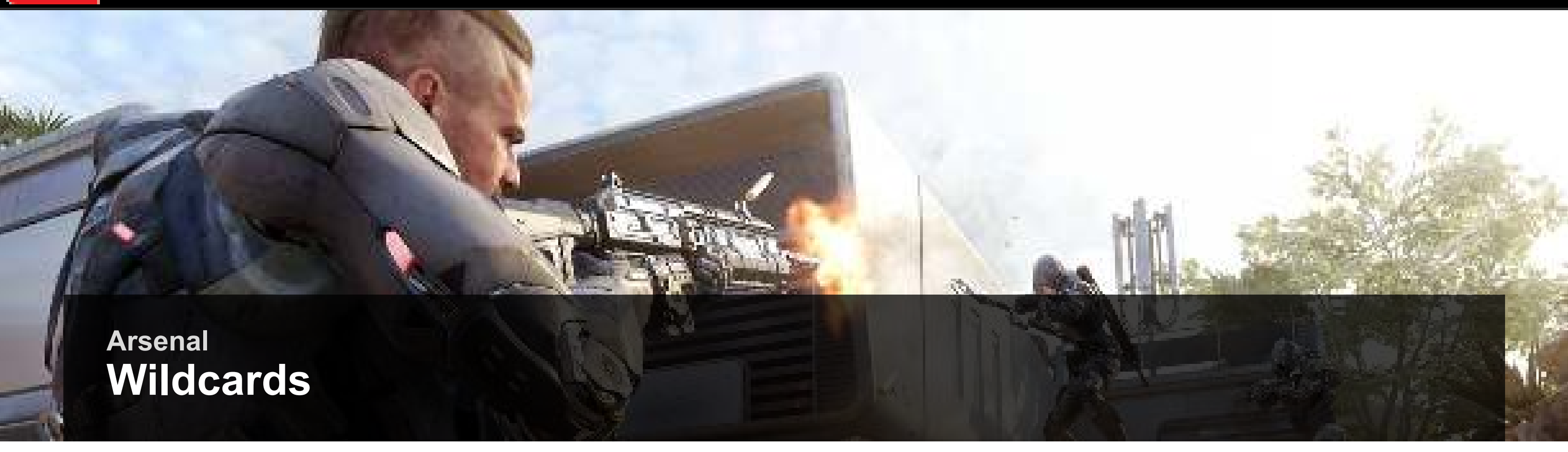
Dead Silence

Move silently.

The inverse of Awareness, Dead Silence reduces your sound footprint, making you more difficult to detect from audio cues.

Dead Silence fits into a stealthy offensive build, but its actual utility is difficult to gauge—it's hard to tell if you're sneaking up another player because of Dead Silence, or if they wouldn't have even noticed you in the first place.

In slower paced modes like Search & Destroy or some types of Hardcore, players are often far more alert to sounds, so Dead Silence can help you in those situations with more certainty.



Arsenal

Wildcards

Break the rules.

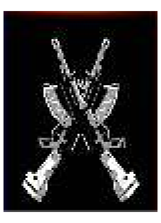
Perk 1/2/3 Greed

Take a second Perk 1, Perk 2, or Perk 3.

Each Greed Wildcard allows you to take a second perk from one of the three perk categories.

This is one of the most powerful Wildcards, and enables extremely focused builds that would otherwise be impossible. The cost for running multiple Greed perks limits the rest of your loadout, so think carefully before piling on multiple perks.

Overkill



Take a primary weapon as your second weapon.

Most useful for pairing weapons from two different range extremes, Shotguns/SMGs with LMGs/Snipers, but some Assault Rifles can also benefit from a ‘secondary’ Shotgun.

Remember, primary weapons generally have much slower switch times than Pistols, so be sure you have the right weapon in hand before the shooting starts.

Primary Gunfighter

Unlocks one additional attachment slot for your primary weapon. Can be taken up to three times.

Primary Gunfighter is a Greed-style perk for your weapon—it allows you to break the normal two-attachment limit and equip up to five on your weapon!

If you really enjoy customized weapons, this Wildcard enables them, but like the Greed perks, carefully consider what you’re giving up. Marginal attachments should not be taken with this Wildcard. Instead, use it for an extra attachment that greatly strengthens your weapon (or go ahead and run five attachments and a sight with nothing else on your build, we won’t judge you).

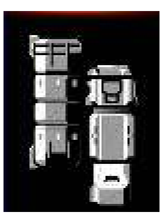
Secondary Gunfighter

Take a second attachment for your second weapon.

A limited version of the Primary Gunfighter perk, this lets you add one extra attachment to your secondary.

This is typically most useful for adding High Caliber along with one other attachment to your Pistol, but be very sure you’re getting heavy usage from your secondary before taking this Wildcard and burning points on secondary attachments.

Tactician

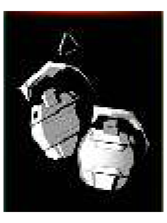


Take a tactical grenade in place of your lethal grenade.

Very useful for support builds, Tactician lets you deploy extra enemy-fouling gear, and protect your team more easily from enemy equipment and streaks.

Remember that, in some cases, taking Scavenger instead of burning points on extra grenades is a better idea. If you need the extra uses on hand from a fresh spawn, use this perk, but if you can afford to resupply between uses, take Scavenger.

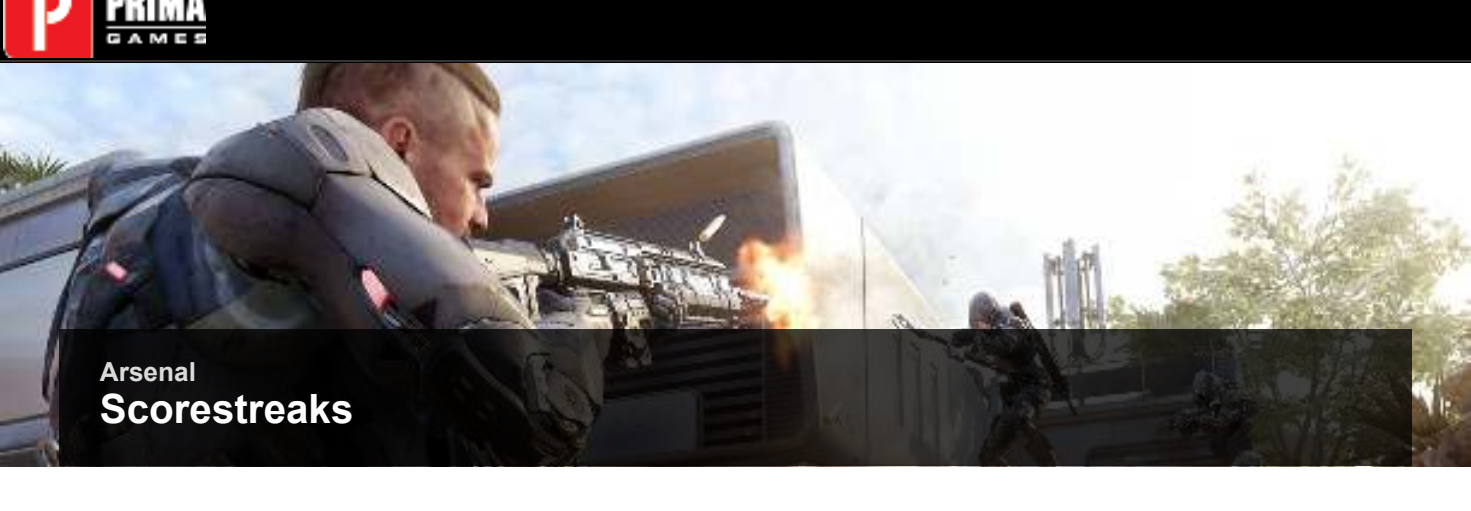
Danger Close



Take a second Lethal.

The lethal version of Tactician, Danger Close lets you pack on a bit more explosive ordnance for your builds.

Danger Close works well when using it specifically for a build made to siege objectives with a secondary XM-53, multiple lethals, and Scavenger. Like Tactician, consider if simply using Scavenger and a single Lethal can accomplish the same goal for your class.



Scorestreaks

Call down the thunder.

Scorestreaks are powerful support weapons that can be called in to the battlefield to destroy the enemy team, or aid your allies.

Scorestreaks, particularly the high end variety, can give a decisive advantage for a short time for your entire team. Used well, they can even clinch matches in objective modes.

Halftime Woes

Very important! Always remember that Halftime causes any existing scorestreaks on the battlefield to expire.

Do not trigger scorestreaks just before halftime. Obviously, if a scorestreak can secure a round win in an objective mode, burn it up; but otherwise, hold your fire until the next round begins!

Streak Defense

Scorestreaks are very powerful, and there are quite a few tools to protect you from them.

The perks Blind Eye, Flak Jacket, Ghost, Hard Wired, Cold Blooded, and Engineer can all help avoid, evade, or defend against scorestreaks.

The Ante Up perk can give you an edge in acquiring scorestreaks, especially low cost streaks.

HC-XD (400 points)

Remote-controlled Hover-Capable Explosive Device that can perform a thrust-powered jump and drive on vertical surfaces.

Back and updated for Call of Duty: Black Ops III, the reliable remote controlled explosive delivery device returns, this time with some new tricks, like hovering on walls!

When activated, you can control the HC-XD, a small hovering explosive vehicle that can be driven, boosted, double jumped, and wall-hovered to your foes.

Manually detonate the HC-XD at short range to kill any enemies nearby. This is particularly potent on objectives or chokepoints.

UAV (425 points)

Unmanned Aerial Vehicle that reveals enemy locations on the mini-map.

The most basic scorestreak, but also one of the single most vital, the UAV provides radar sweeps of the map to reveal enemies on the minimap.

Players moving with the Ghost perk remain hidden; but otherwise, all enemy locations are pinpointed for a moment after each sweep.

Multiple UAVs up at the same time increase the speed of the sweeps, giving you more up to date intel on enemy positions. The UAV is cheap and very effective, and is usually the safest choice for your first streak.

UAVs orbit around the edge of the map and can be shot down for the first few seconds they are present. After they fly away, radar coverage remains for a time, but they can no longer be destroyed, so if you want to down enemy UAVs, do it soon after you hear the announcer call that one has gone up.

Care Package (550 points)

Airdrop a random Scorestreak.

The Care Package calls in a support aircraft to drop a package on the map at a location of your choice containing a random scorestreak.

The streak is generally weighted toward cheaper streaks, but every now and then you can luck out and score a high cost heavy hitter.

If you find that you struggle to achieve high scorestreaks without dying, make use of the Care Package (possibly with the Ante Up perk) and you at least get a chance to try them out now and then!

For focused builds, the Care Package is generally a poor choice, as it is slow to deploy and retrieve, can be stolen or booby trapped by enemies, and lacks any specific focus for supporting a particular playstyle or team goal.

Black Hat hacking a Care Package airdrop simply destroys the craft, possibly dropping the package early like a missile strike.

Counter-UAV (575 points)

Jams enemy reconnaissance by temporarily disabling the enemy mini-map.

Another powerful support streak, the Counter-UAV shuts down enemy minimap coverage. This is a very powerful effect, but keep in mind that players with the Hard Wired perk ignore this effect. Also, given how many other defensive effects Hard Wired has, you can expect a fair number of enemy players to ignore this streak entirely.

It's difficult to gauge the impact of a Counter-UAV, because you never really know how many opponents you are disabling, and how well they use their minimap when it is active. However, repeated CUAV activations in a match can completely blind a team that is not running multiple Hard Wired players.

If you're running a stealth build, consider taking this streak as extra insurance—it may just keep you off the radar and save your life.

Dart (600 points)

Pilot an anti-personnel drone that is equipped with missiles capable of locking onto enemies and Scorestreaks. Will also detonate upon impact with a surface.

A remote aerial drone, the Dart is described as anti-personnel, but it's actually a remarkably effective streak for destroying enemy scorestreaks.

Equipped with three lock-on missiles, you can fly the Dart around the map and launch strikes on enemy players or streaks (on the ground or in the air).

Players can be very difficult to hit with the Dart's missiles, as controlling the Dart well takes practice, and locking on requires clean line of sight and a clear path for the missile, plus time for both the lock and the missile travel.

Once all three missiles have been fired, you can still ram the Dart into a target, as it acts as an explosive—even with no ammo remaining.

The Dart pairs very well with the Engineer perk to locate ground-based scorestreaks that need to be eliminated.

Guardian (650 points)

A placeable dish that projects a cone of microwave radiation that stuns and impairs enemies.

The Guardian does what it says, projecting a staggering wave of radiation that slows and damages any enemies that enter its area of effect.

Placed carefully, a Guardian can completely block access on one route through a map. It works extremely well in interior areas or narrow chokepoints, and on some maps, can also be used to effectively cover objective locations.

The Guardian's beam of radiation is not instantly lethal, so it's possible to move through its edges, but don't try this if an enemy is nearby—you make an easy target while slowed by the beam.

Hellstorm (700 points)

Remote controlled Hellstorm missile with a cluster bomb payload.

The first of the heavy duty offensive streaks, the Hellstorm is a MIRV that launches multiple seeking drones when you pull the trigger.

It's also possible to cause the Hellstorm to boost, speeding up its descent before you release the shots, or if you want, you can even manually steer the single missile onto one target if it's absolutely vital that the missile impact one specific location.

Pay attention to the targeting indicators on the HUD when steering the Hellstorm. You want to fire with multiple locked targets, but don't get too greedy or you may miss out on easy kills as players scatter and run for cover.

Timing a Hellstorm to cover an objective area or clear it can be extremely effective, though how useful this is depends on the map and the objective location—enclosed areas are difficult or impossible to hit.

In the open, the Hellstorm can lay waste to any enemies near an objective, buying precious time to secure or score a point.

Lightning Strike (750 points)

Launch a targeted airstrike on three locations.

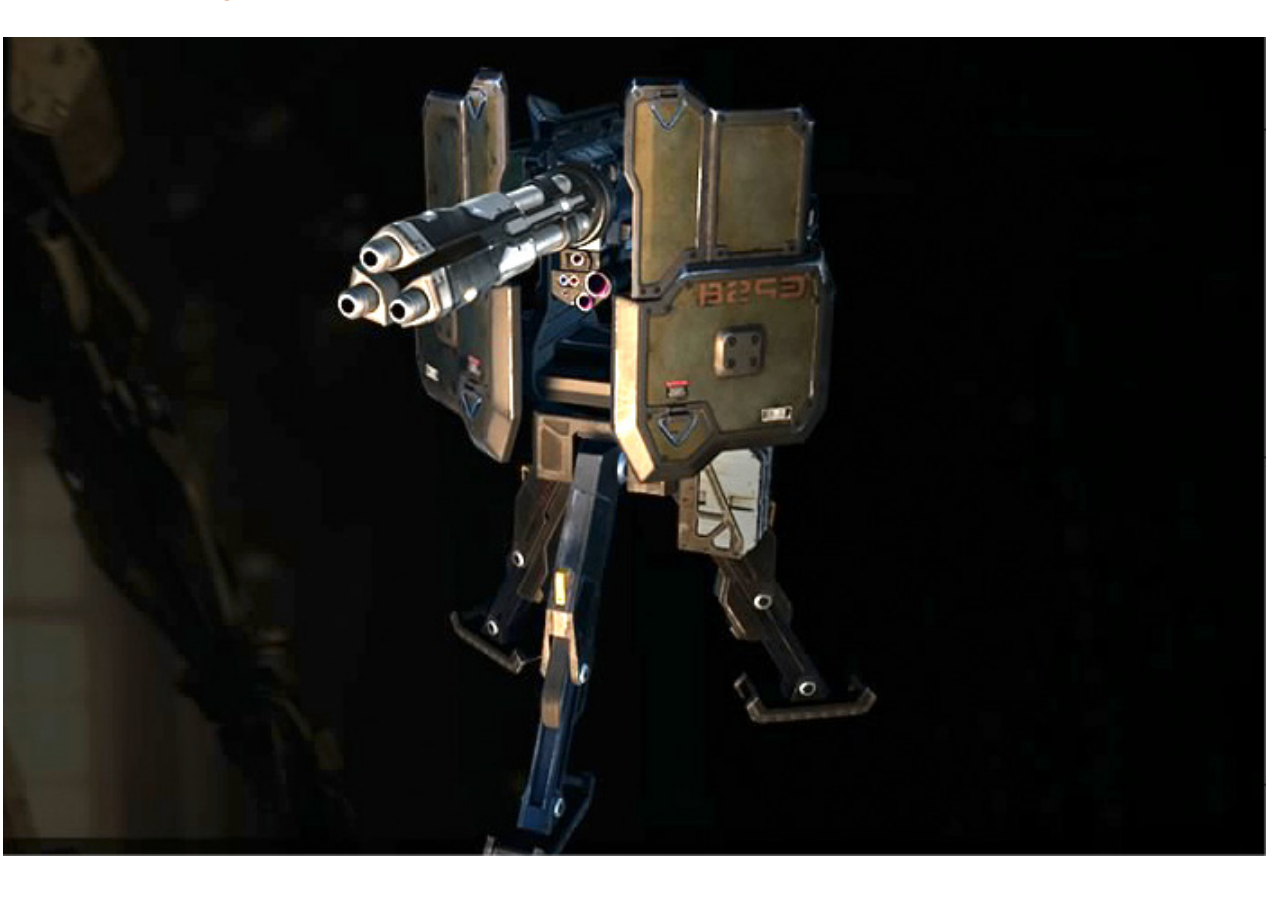
Pick three locations on your minimap and, seconds later, a rapid lightning strike impacts all three targets in rapid succession.

Best used with an active UAV or HATR, the Lightning Strike can clear objective areas or annihilate clustered groups of enemies.

Compared with the Hellstorm, the Lightning Strike is a more carefully directed offensive bombardment, and it has the benefit of allowing you to continue to move and fight after calling it in, as you must to pause for only a moment to choose targets.

Like the Hellstorm, timing a strike well to coincide with a push for an objective or to disrupt an enemy defensive hold is the key to using it well.

Hardened Sentry (850 points)



Deploy an automated Hardened Sentry. Can be remote controlled.

An automated sentry that you can directly control, this is a very powerful defensive scorestreak.

Placed well, it is far more dangerous than a Guardian, as it actively tracks and eliminates any targets without the Cold Blooded perk.

Additionally, careful placement and manual control can make even Cold Blooded players targets. Usually leaving it on automatic is the best way to use the sentry, letting it guard one flank or objective while you protect another route, but manual control can come in handy from time to time.

Try to place the sentry with a clear line of sight across a wide area. Unlike the Guardian, which you should use to block narrow chokepoints and enclosed areas, you want the Sentry to have a good view of any targets entering an area, with little cover to hide behind.

Rolling Thunder (900 points)

Launch a targeted carpet bomb strike of explosive drones.

An unusual bombing run, Rolling Thunder calls in a carpet bombing run that consists entirely of explosive drones, rather than unguided bombs dropped from an aircraft.

This scorestreak summons seven pairs of two drones that fall in a straight line that you designate on your minimap when calling in the run.

It can keep an outside area locked down for a bit longer than a Hellstorm or Lightning Strike, but not as long as a carefully placed Guardian or Sentry.

Rolling Thunder is best used to completely saturate an area in the open, clearing the way for your team to set up there, or to remove any trace of enemy presence around an outside objective.

Talon (975 points)

Call in an autonomous or remote-controlled escort attack drone.

A small drone with a vicious bite, the Talon either acts as a support unit that flies in close proximity to you, attacking nearby players, or you can manually control it and go hunting.

The Talon is small, but its machine guns are quite lethal, and it's very effective when directly controlled.

When guarding you, don't expect the Talon to reliably save your life (and indeed, its presence may give away your position to alert enemies), but it can absolutely pick off enemy players that you may not have spotted.

Manually controlled, the Talon can do a lot of damage if not stopped, as long as you make good use of its small profile and hug terrain, ledges, walls, rooftops, and any other cover to conceal it from incoming enemy fire.

Cerberus (1000 points)

Airdrop an autonomous or remote-controlled Cerberus ground robot that patrols for enemy targets.

A lethal ground robot armed with potent machine guns and rockets, the Cerberus shares a lot of traits with the G.I. Unit.

The two key differences are the Cerberus acting autonomously to move around the map and attack on its own, and the ability to manually control it.

Because the Cerberus roams around on its own normally, you should either consider accompanying it (to protect it from getting destroyed while isolated), or find some place safe to hide and manually control it to help secure an objective or simply to rack up the maximum number of kills possible.

Wraith (1100 points)

Aerial attack craft with advanced stealth capabilities and a defensive flak drone.

A sophisticated stealth attack craft, the Wraith floats around the battlefield concealed by cloaking technology.

While active, it constantly and automatically attacks enemy players. Any player in the open is a viable target, and the Wrath can even pick off some players indoors from some angles.

The Wraith makes excellent coverage for an offensive push in objective modes, or just acts as a straight source of score in deathmatch modes.

If an enemy Wraith is called up, it's worth switching to a class with a launcher to take it out quickly—just don't expose yourself to too much risk if you can't get a clean line of sight to destroy it. Feeding the enemy more easy kills trying to destroy the Wraith is counter-productive!

H.A.T.R. (1150 points)

Shows both enemy position and direction on the mini-map. Can only be shot down by launchers.

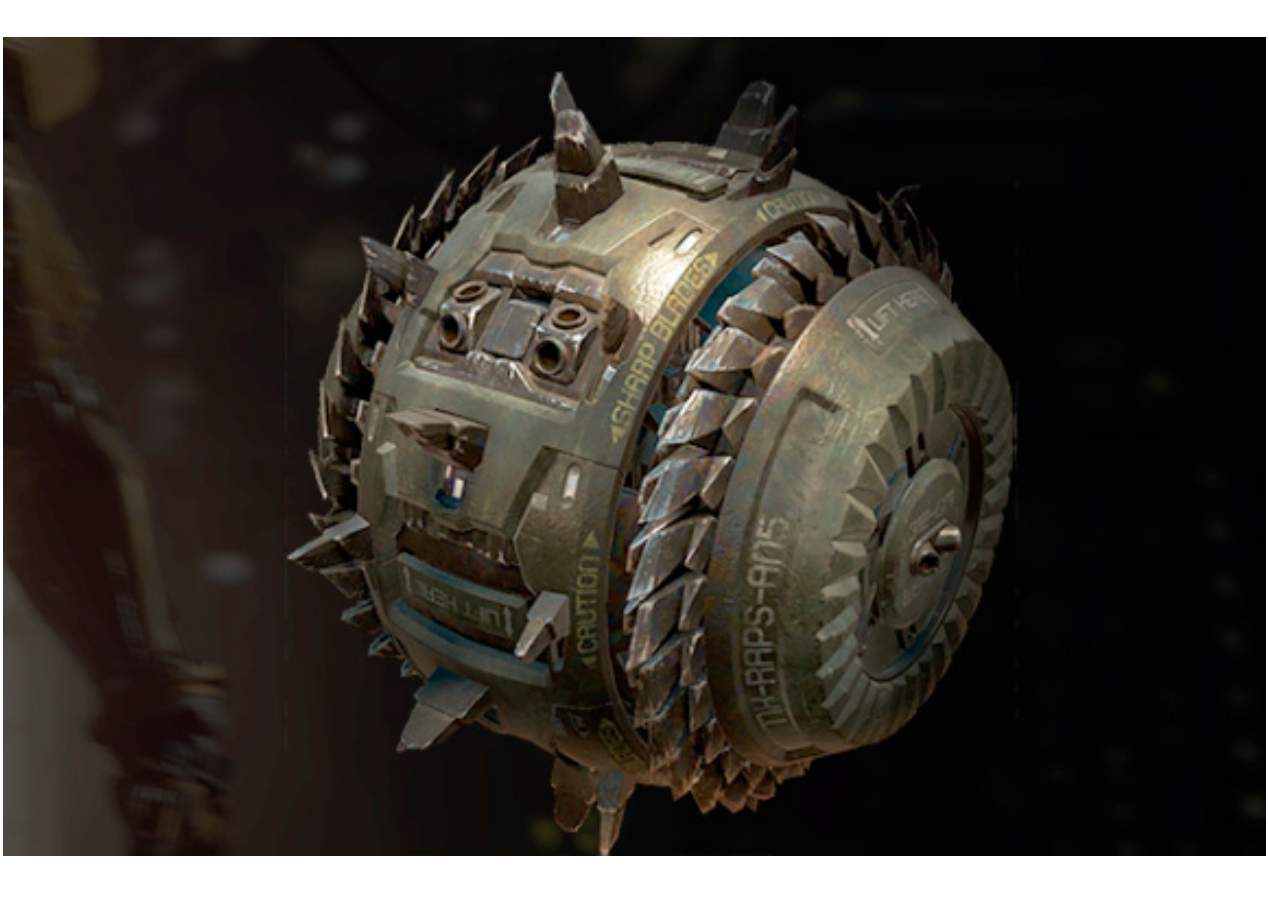
The queen of intelligence streaks, the HATR provides perfect enemy positional information, displaying not only location but also direction.

Having an active HATR in the sky is a huge advantage for your team, and if an enemy HATR goes up, it can be shot down or hacked, but you must act extremely quickly—the HATR flies very high and quickly over the battlefield in a straight line, giving you a harder shot and less time than a UAV or CUAV to destroy it.

Ghost does not protect against the HATR's scans of the battlefield, so unless the HATR is destroyed on entry, don't make any aggressive pushes against the enemy team unless absolutely necessary.

On the other hand, if it's your HATR up there, press your advantage and take out as many unaware targets as possible. Use the directional information to pick off players who are focused in the wrong direction.

R.A.P.S. (1275 points)



Deploy ship that drops autonomous Robotic Anti-Personnel Sentry drones.

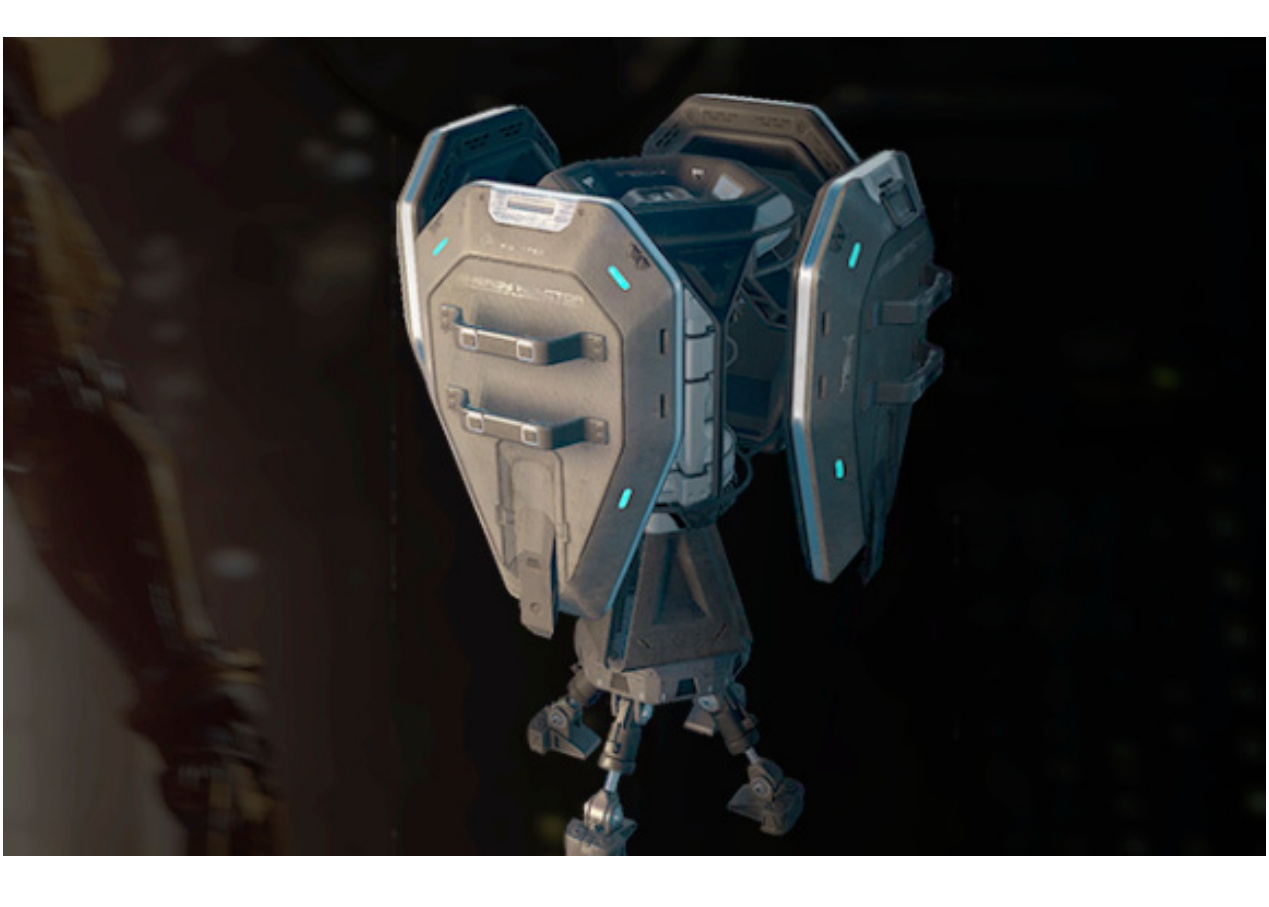
These anti-personnel drones are rolling explosives, dropped in three sets of four by an aircraft that automatically deposits the drones on the battlefield.

Your RAPS automatically patrol the map, seeking out enemy targets and rushing them to detonate. RAPS can be shot and destroyed fairly easily, but the confusion of having multiple drones rolling around the map while hostile players are engaging still often results in multiple enemy fatalities from the drone bombs.

Keep in mind that while Cold Blooded may hide you from RAPS attacks, it does not protect you from a RAPS blowing up near a teammate who lacks the same perk protection. Mind your positioning!

RAPS works quite well as a sustained suppression streak, keeping the enemy occupied dodging, shooting, or dying to the drones.

Power Core (1300 points)



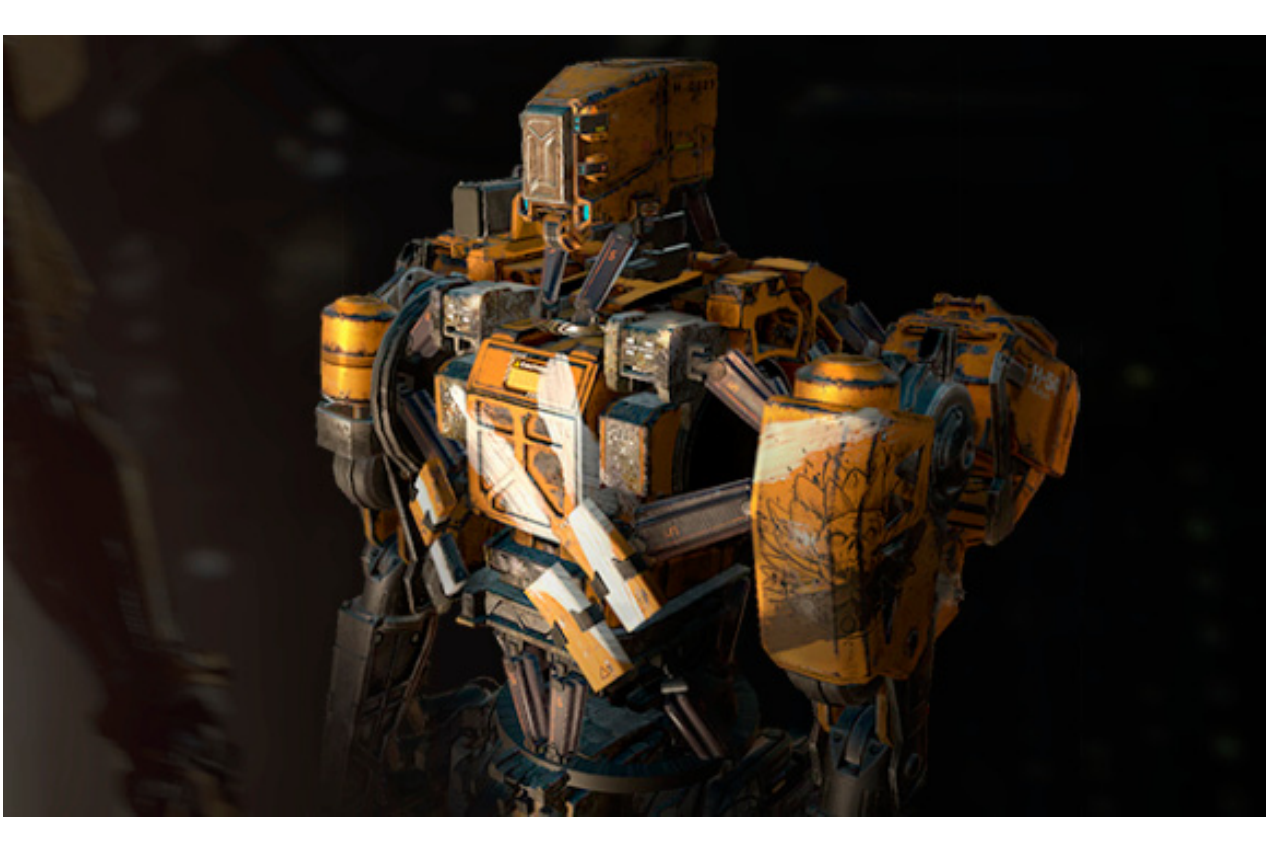
Deployable device that temporarily disables enemy electronics and reduces effectiveness of enemy thrust-assisted movements. Can be destroyed.

A very expensive support streak, the Power Core disables enemy electronics, shutting down equipment, scorestreaks, minimaps, and weakening enemy thrust movement.

The Power Core is a placed object that rests on the map while active, so it can be hunted down and destroyed, but this is usually a realistic option only if you're using the Engineer perk.

Remember that players with Hard Wired do not suffer any minimap disruption from the Power Core. Because the Power Core can completely shut down the enemy team's electronic support, it can be used pre-emptively before attempting to secure a hard fought objective, or you can use it reactively to destroy powerful enemy scorestreaks.

G.I. Unit (1550 points)



Heavily armored General Infinity Unit robot. Can be set to Guard mode to protect the owner or set to Patrol mode to defend a designated location.

A powerful autonomous combat bot, the G.I. unit either guards you when called in, or can be set to patrol a specific area.

The G.I. Unit is strong and dangerous in combat, but try not to leave it on patrol alone in a heavily contested area. Either keep it with you on guard duty, or station it in an area on patrol where you can cover it from a nearby position. You and your robotic buddy can hammer any enemies that come into your area of control.

Mothership (1600 points)

Powerful VTOL weapons platform with a primary turret for the owner and two secondary turrets for teammates.

The king of scorestreaks, the Mothership moves in low over the battlefield and hovers above, allowing up to three players to man turrets and unleash a barrage of machine gun and rocket fire on the battlefield below.

You can reposition the Mothership to fixed locations around each map, and toggle between IR and normal vision to more easily spot targets against different background cover.

The Mothership can completely dominate an enemy team if left unchecked, utterly removing their ability to fight in the open, and even dismantling players inside areas by launching rockets through windows or doors and repositioning to get different lines of fire on various parts of the map.

If you hear the announcer call an enemy Mothership inbound, immediately switch to a class loaded with Blind Eye and a launcher to work on taking it out. Don't let the other team keep a Mothership in the air for a second longer than necessary!

Specialists

Special Operators

Specialist Profiles

There are nine Specialists in Black Ops III, each with their own story and a unique set of special powers you can use to impact the battlefield.

You eventually unlock new customization options for your Specialists—while you always have to play as one of the available Specialists, you can tinker with their appearance by selecting new head and body options to suit your tastes. Reaper can even change the color of its chassis!

Specialists and their attendant weapons and abilities unlock like other gear options, and you simply need to reach the appropriate level and spend an unlock token to gain access to a new power.

Specialist Powers

While in combat, your special power is shown in the bottom-right corner of the HUD with a circular meter that automatically fills over time.

You can speed this process by killing enemy players, but you do not lose progress by dying, unlike scorestreaks.

Offensive powers generally take longer to charge (more time and more kills) than defensive or utility powers, but in exchange, they are both lethal and can propel you toward scorestreaks more quickly.

Offensive Timers

All of the offensive abilities share a common mechanic for handling ammo and time. Once activated, your special abilitiy has a time limit that automatically drains. This applies to both offensive and defensive abilities, but offensive weapons are also limited by ammo. You lose your Specialist ability or weapon when killed while this is active.

Firing shots drains both your remaining timer and the ammo of the weapon, so if you activate a weapon too early and only begin firing shots late, it's possible to run out of time even though you have ammo remaining.

Try to activate offensive abilities in safety, but near a known enemy location, then strike quickly and decisively while it is active. That being said, don't play suicidal while using your special abilities! Offensive special abilitiy kills can help you rack up a scorestreak quickly and easily, so be aggressive, but play smart.

It's better to let your special weapon time out than it is to rush a defended enemy position in the open. These weapons are strong, but they don't protect you from an entrenched sniper or heavy gunner.

Battery

War Machine

Grenade launcher that fires bouncing grenades that detonate after a short time or by hitting an enemy directly.

A powerful grenade launcher, the War Machine gives you the ability to instantly clear out crowded interior areas or objectives with ease.

The grenades have a large and lethal explosion radius, and while the Flak Jacket perk can protect against a glancing hit, they are unlikely to survive a barrage or multiple direct hits.

Activate the War Machine just before you engage in an area that has a known enemy presence. You can also use it effectively to blockade an area (preferably an objective area) that an enemy team is rushing.

Kinetic Armor

Reactive armor that deflects enemy bullets away from the body. Still vulnerable to headshots and non-bullet damage while active.

Kinetic armor gives you a few seconds of doubled health, as long as the damage comes from bullets hitting your body. Explosions and headshots are not absorbed.

The extra health can win a single firefight, give you a precious second trying to score an objective, or allow you to survive a distant shot from a powerful weapon such as the Tempest or a sniper body hit.

Nomad

H.I.V.E.

Deploys trap pods that release a deadly swarm of nano-drones when triggered.

An indirect offensive weapon, the H.I.V.E. allows you to plant highly lethal proximity traps that kill any enemy player that gets too close.

Because you can lay down all of the pods from your H.I.V.E. without actually needing to see any enemies before using it, it's fairly easy to get 100% usage from your special abilitiy, something not all of the other offensive weapons can claim.

The H.I.V.E. works best when you use it to mine doorways, ceilings over entrances, ledge approaches, and the space around objectives—anywhere an enemy must move through or is very likely to approach is a good candidate.

Rejack

Recover from the position of your death with an injection of nanoparticle serum. Cannot Rejack when killed by a Specialist Weapon.

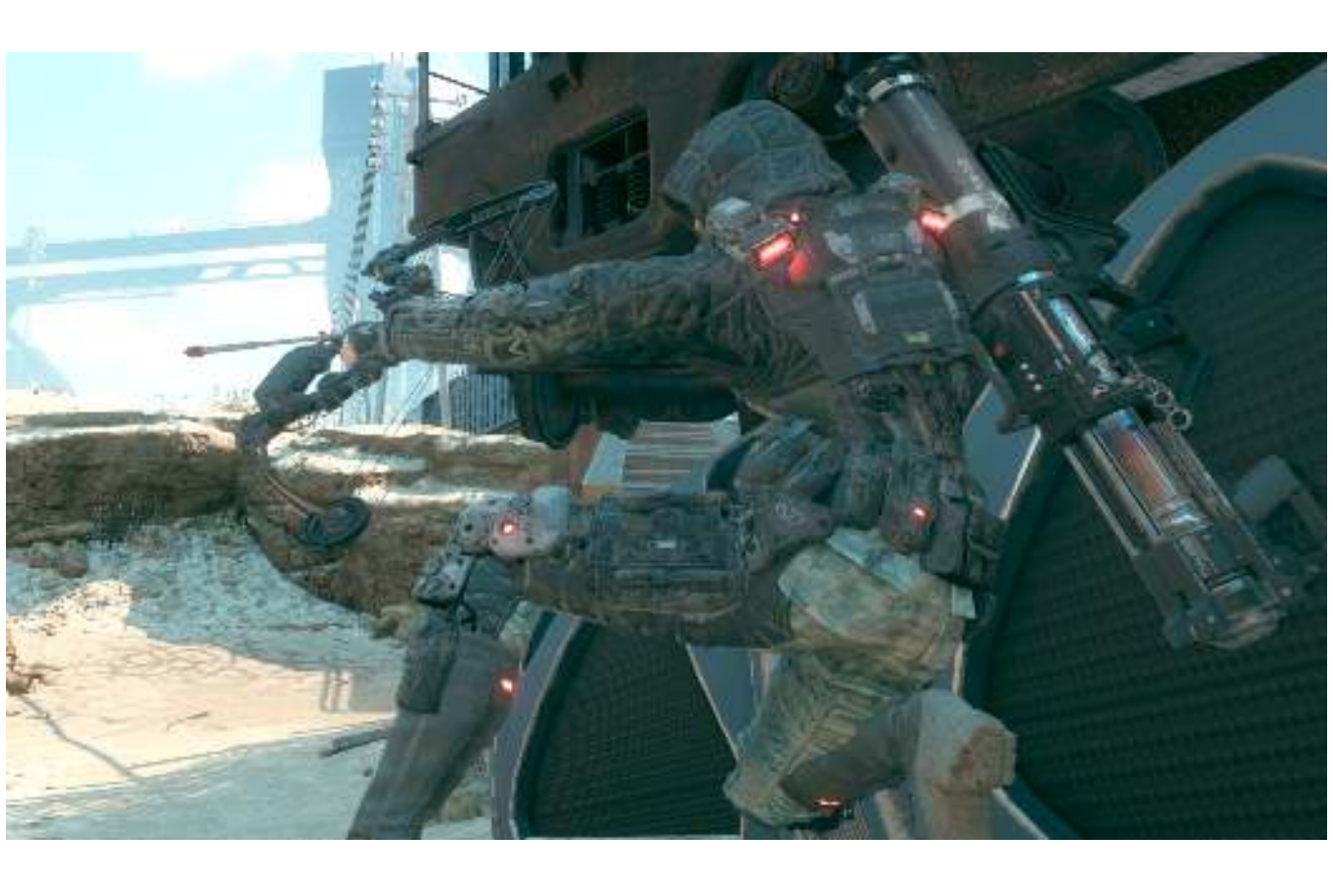
Rejack allows you to return to life after being killed! Be careful when using this ability, however—it has a very visible green cloud that appears when activated, and an alert enemy can simply gun you down again when you stand back up.

Make use of Rejack to ambush players around an objective that thought you were gone after they return their focus to your teammates. A perfectly timed Rejack can give you the jump on defenders around an objective, easily clearing the area and letting you break a hard lock for your team to push in.

Outrider

Sparrow

Compound bow that fires bolts with increasing range the longer it is drawn. Enemies explode on impact.



This offensive ability gives you a compound bow that allows you to 'draw' explosive arrows by holding fire. When fully charged, you can shoot these arrows a good distance with minimal arc.

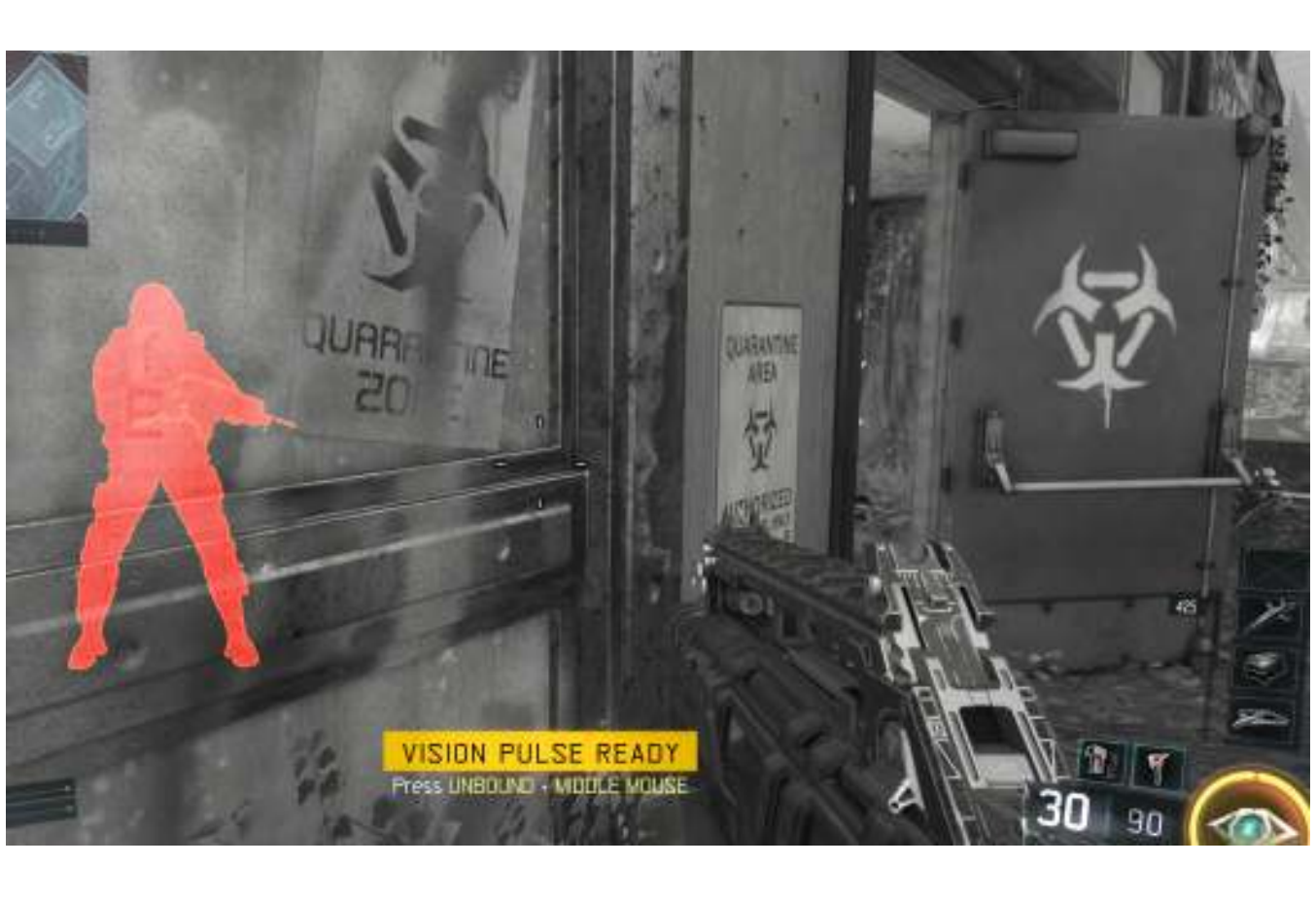
At close ranges, a short draw is sufficient to get your arrow on target at a nearby enemy (especially if they are unaware of you and immobile camping some cover).

At longer distances, you need to compensate for the travel time and trajectory of the shot, so be careful about engaging an enemy with a long range gun that has you in their sights.

The explosion from the arrow can kill nearby players, whether it impacts a target or not, and it is affected by the Flak Jacket perk.

Vision Pulse

Pulse the surrounding area to reveal all enemies within range.



A powerful utility ability, Vision Pulse sends out a seeking wave in a sphere around you, locating all hostile players, causing them to become temporarily visible through walls and on the minimap. The Ghost perk does not protect against this minimap signature, and it interacts with the H.A.T.R. scorestreak to give you perfect locational information, as well. When triggered, the initial pulse can also temporarily reveal Spectre even if it has Active Camo running.

Keep in mind that when activated, this power's pulse shows up on enemy minimaps, as well, and it highlights their screen in red if they actually get tagged by the pulse. You can see them through walls, but they are aware they are tagged, and alert enemies can use the pulse to narrow down your location.

Going for kills through walls is effective with the right loadout, if you're packing FMJ rounds or an LMG, you can drill targets with relative ease without exposing yourself to risk.

Otherwise, use the pulse to locate enemies and then either ambush them by moving quickly or avoid them entirely if you're on your way to an objective.

Prophet

Tempest

Charge-shot weapon that fires an arc of electricity, lethally shocking targets and chaining to nearby enemies.

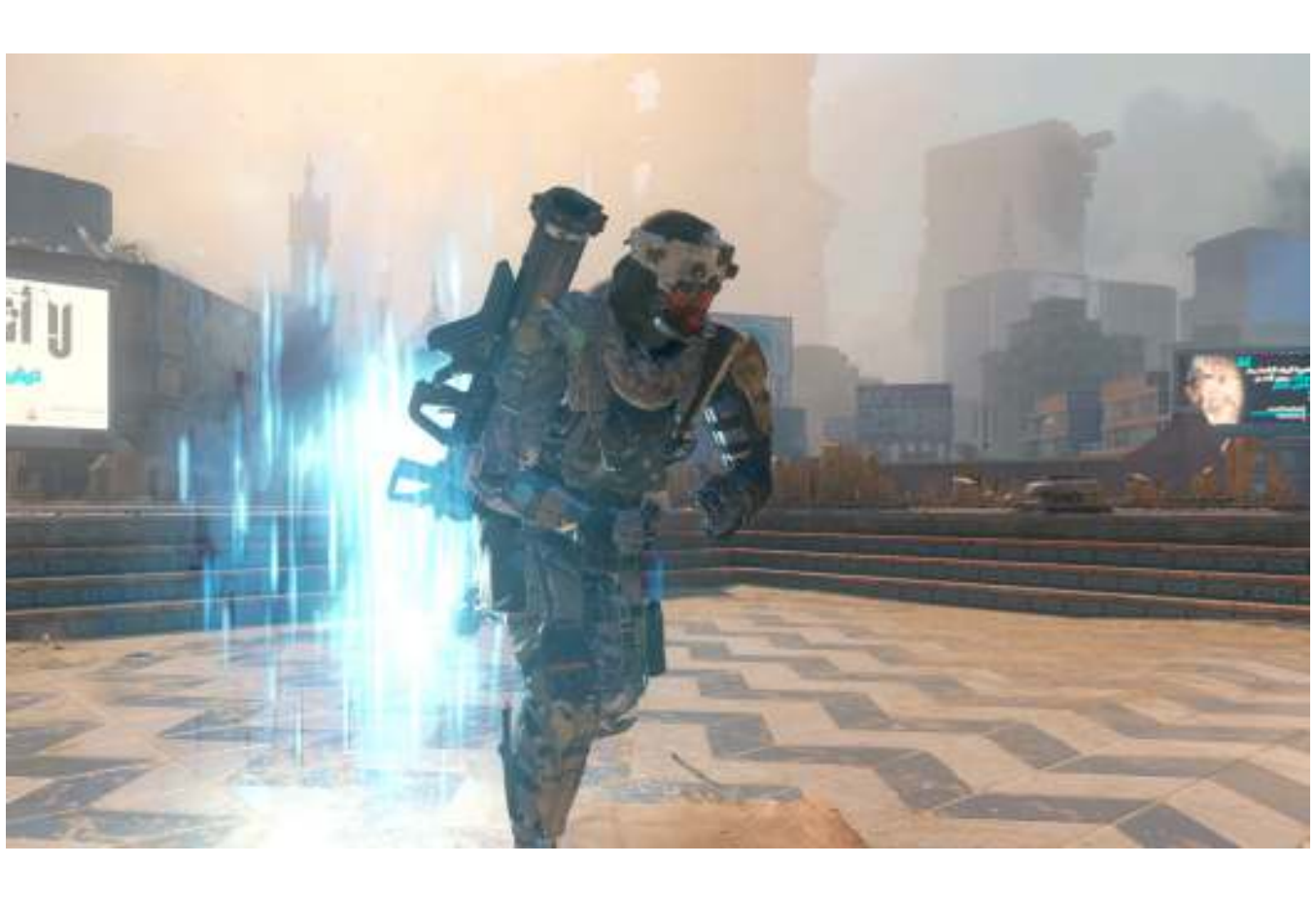
A one shot electrical 'sniper,' the Tempest requires a short charge time after pulling the trigger, then discharges a beam that is instantly lethal. Only Battery with her Kinetic Armor up can survive this zap.

On top of that, once you kill a target with the Tempest, the target remains electrified and automatically fries any nearby hostile players who are too close!

The Tempest works best if you keep your distance and pick off clustered targets—the charge before firing makes this a poor choice for assault in CQC, but it is excellent for nailing players from a distance.

Glitch

Flash back to a previous position while keeping all other conditions intact.



An unusual utility power, Glitch allows you to 'rewind time,' instantly teleporting you to a position you occupied a few seconds before.

Glitch won't help if you've already been shot, so you need to be very proactive when using Glitch. It's better to 'waste' a Glitch to pull yourself out of a situation that might have been fine than end up dead because you didn't want to use it—the more often you use Glitch, the more chances you have to recharge it and use it again in the same match.

Good situations to trigger Glitch: You're sprinting and you spot a distant enemy already lined up on you. Your minimap lights up with an enemy directly behind you. You get hit with a non-lethal grenade explosion.

The general idea is the instant you recognize an unfavorable situation developing, use Glitch. This lets you reset the situation and either simply walk away from it or occasionally get the drop on a nearby enemy to finish them off.

Reaper

Scythe

Minigun that transforms from the arm and delivers high damage in a tight cone of fire.

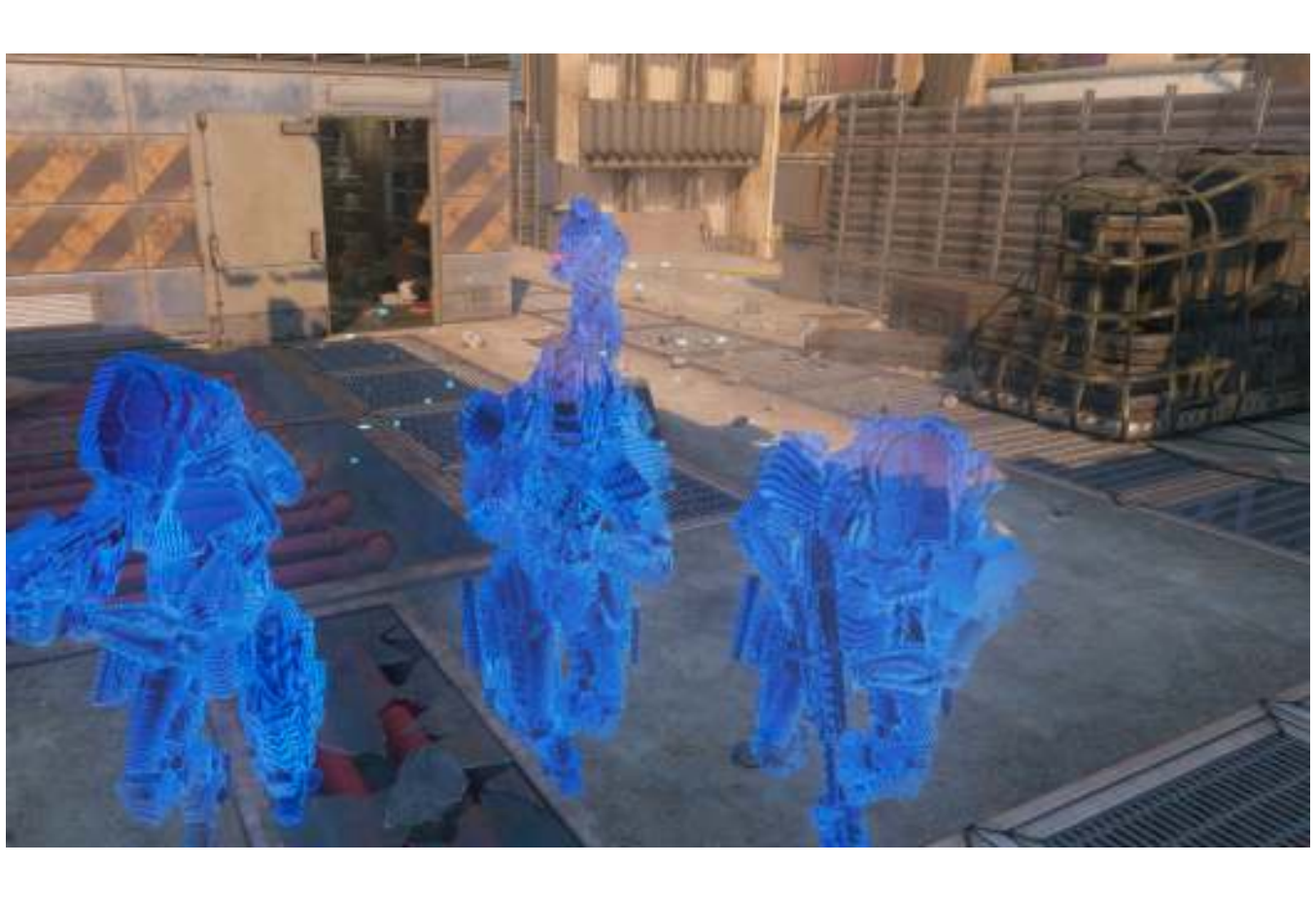
A very powerful weapon, the Scythe is a minigun that spins up after a short delay and then unleashes a lethal and highly accurate barrage of bullets at any target unfortunate enough to be in your line of sight.

The one disadvantage of the Scythe—the spinup time—can be mitigated by aiming the weapon. Doing so causes it to spin up without firing, allowing you to instantly fire at any target that appears.

The Scythe is essentially a juiced up LMG. Flank the enemy team and unleash it or set up behind hard cover and simply mow down anyone who tries to enter your space.

Psychosis

Spawn three decoy clones that run forward to distract enemies.



Psychosis is an unusual defensive power. Triggering it causes three decoy 'clones' to appear and begin to run around randomly.

These clones and your own model become shaded in a digital camouflage, so it's impossible for an enemy to quickly identify you from the clones at a glance. However, your own behavior can give you away—performing thrust jumps, wall runs, or power slides is likely to draw fire. You're often better off triggering the clones and simply walking in the midst of them, opening fire on any targets that engage you.

You can use the clones defensively, activating them just before enemies assault you near an objective or defensive position, or offensively, activating them just before you approach a similar position.

Psychosis isn't a guaranteed win in combat, and it can be tough to gauge just how well you are fooling your opponents, so experiment with it and see if you prefer it to the raw power of the Scythe. Remember, like most defensive powers, you are likely to get more charges of Psychosis in a match than Scythes.

Ruin

Gravity Spikes

Spikes that create an explosive shockwave when slammed into the ground, destroying all enemies within close range.

Gravity Spikes let you slam into the ground with stunning force, killing any enemies unfortunate enough to be anywhere nearby.

Because there's a brief delay before the Gravity Spikes impact, it's not a good idea to rush a position in the open and try to trigger them. This is a good way to get shot while in mid-animation before you actually land and trigger a shockwave. Instead, either make use of a stealthy build to sneak up on an enemy position, or use wall runs and thrust jumps to surprise an enemy group from above.

Gravity Spikes are also a great instant solution for clearing an objective. If you really need a control point or bomb site cleared right now, you can get the job done with a single smash.

Overdrive

Cybernetic leg upgrades that enable a temporary burst of speed.

A simple and effective utility power, Overdrive gives you a speed boost for a short time. This is exceptionally useful in objective modes such as Uplink and Capture the Flag, and is generally useful in almost all objective modes.

Overdrive can also be used to gain an edge in combat, rapidly repositioning for a flank attack, or to escape a bad situation.

Be careful when using Overdrive while performing thrust jump and wall run combinations, the extra momentum can throw off your already practiced jumps—you don't want to end up falling off a building!

Seraph

Annihilator

Massive high-caliber revolver that fires devastating rounds with increased bullet penetration.

An instantly lethal revolver, the Annihilator gives you a hand cannon that can kill targets in a single well placed shot. If you have a deft and steady hand, the Annihilator can be one of the strongest offensive abilities, as it allows you to instantly pick off multiple targets in the open as long as you can score a hit on any exposed limb.

The Annihilator also works quite well with mobile combat, as it is still pinpoint accurate while aiming even if you are mid thrust jump or wall run.

Combat Focus

While active, all score earned trigger a bonus multiplier toward Scorestreaks.

Combat Focus gives you a bonus to all score that you earn, with different targets providing varying amounts of bonus (destroyed ground equipment, aerial scorestreaks, enemy players, objectives, etc.).

It's usually best to trigger Combat Focus when you know you're about to start a scoring run in an objective game mode, or if you're in an entrenched position with a long range weapon guarding a contested area.

Using it while on the offense in enemy territory is a high risk proposition, as it takes only one slipup to lose the bonus—you can usually get more points out of this move by destroying a mix of equipment and scorestreaks, completing some (safe!) objectives, and then picking off enemy players than by rushing and killing a few enemies and dying.

Another option is to intentionally run a set of fairly low scoring streaks and aggressively use Combat Focus every time it pops up. Combined with the Ante Up perk and you can blanket the map with UAV and Counter-UAV coverage, while calling in another low cost streak repeatedly.

Spectre

Ripper

Arm upgrade that equips a lethal blade for extended melee lunge attacks.

The Ripper power outfits you with an instantly lethal blade that has an extended lunging range. This attack is silent, off the radar, and kills in one hit.

It also requires being extremely close to the enemy team, so if you're planning on using Ripper often, take a set of stealthy perks and play aggressively to get into close range.

This power is sometimes challenging to use well compared to the more brute force offensive options, so be aware of its limitations if you want to get the most from it.

Active Camo

Become nearly invisible for a short duration.

For a few seconds, Active Camo cloaks you with optical camouflage, making you almost impossible to spot by enemy players.

You can use this on offense to sneak past entrenched players and flank them, or on defense to ambush attackers even in terrain with little or no cover.

It's also possible to trigger Active Camo in response to a Vision Pulse from Outrider—the initial sweep still highlights you, but you fade out of view after that.

In a straight firefight, Active Camo is strong enough to be used reactively if you're quick—you can trigger it mid thrust jump, and unless your opponent is lucky, you can lose them easily behind any nearby cover, emerging from a random direction to strike back and finish the fight.

On offense, be sure to pair this with stealth perks—you don't want to get spotted by a UAV while invisible!

Firebreak

Purifier

Gain control of a powerful flamethrower that can kill enemies at a short range almost instantly.

A short range weapon of devastating power, the Purifier is absolutely lethal in close quarters encounters. Used indoors or in tight quarters around objectives, you can clear rooms and toast the enemy team.

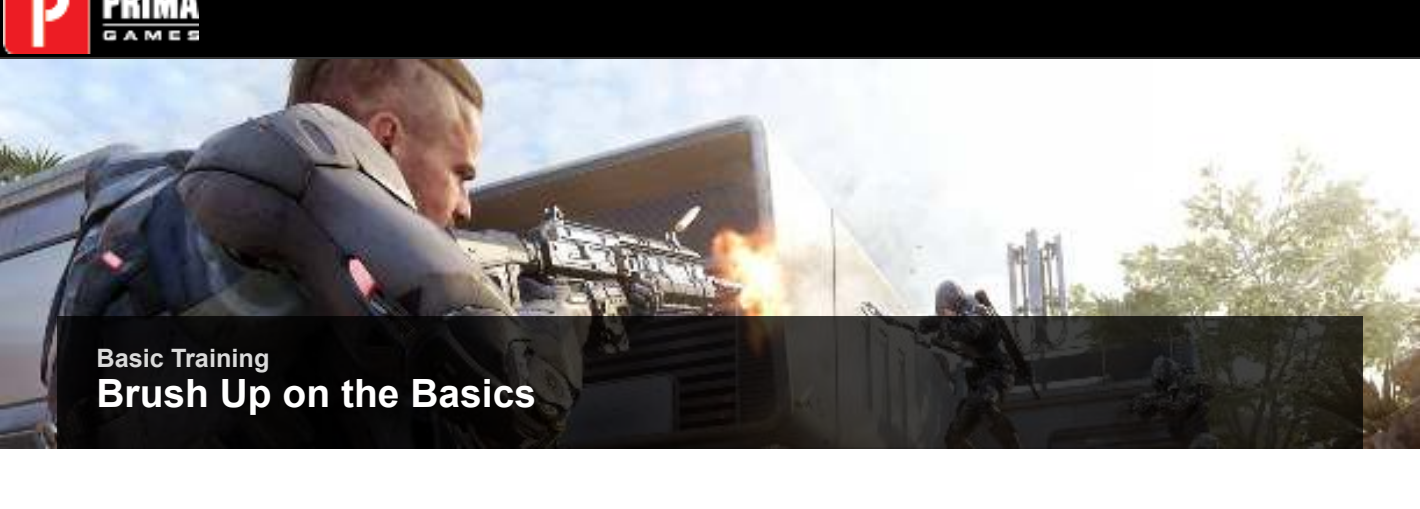
Out in the open, the Purifier is less impressive, and its damage can be slightly resisted by the Flak Jacket perk, so try to stick to enclosed areas and blind corners where you can melt enemies before they have a chance to retaliate.

Heatwave

Emits a massive heat blast that stuns enemies and destroys hostile equipment.

Heatwave projects a burning sphere around Firebreak, causing any enemies that come into range to suffer from blurred vision and limited mobility.

You can make use of this staggering effect to gain an edge in close range firefights, and like the Purifier, its effect is most potent when in tight spaces where enemies can't avoid being affected by the Heatwave.



Basic Training

Brush Up on the Basics

Abbreviations

We use a few common abbreviations here, and you may run into these online, as well:

ADS: (Aim Down Sights) Simply the act of aiming your weapon, or describing the position of being in an aimed state.

CQC: (Close Quarters Combat) Short range scraps, typically inside shotgun range, rarely farther than 500 units on our maps.

TTK: (Time to Kill) A measurement of how quickly a weapon can kill a player. For some Shotguns and clean hits from Sniper Rifles, this is basically 'when you pull the trigger.' Most other weapons you can find this by comparing rate of fire and damage per shot. Remember that accuracy plays a significant role in TTK measurements, and that's harder to compare.

TDM, KC, CTF, S&D, Dom, HP, Demo, UL, SG: Game mode abbreviations for Team Deathmatch, Kill confirmed, Capture the Flag, Search & Destroy, Domination, Hardpoint, Demolition, Uplink, and Safeguard.

Guns-Up Mobility

Mobility Meter

Thrust Jumps and Power Slides both make use of a limited resource, an energy meter that measures your jetpack's remaining charge.

The meter refills quickly when moving on the ground or during a wall run, and the recharge speed can be boosted even more with the perk **Afterburner**.

Automatic Mantles

Mantling is simply pulling yourself up and over short obstacles, through windows, or onto tall ledges.

You can now mantle automatically in any direction while you are sprinting or thrust jumping, and your gun stays up during the entire animation.

You can hipfire while performing a mantle, but you can also aim your weapon while in the air, running on a wall, even underwater.

Thrust Jumping

While in the air, you can tap or hold jump a second time to thrust jump, giving you extra height and distance, or letting you perform a quick evasive retreat to the side or back.

Mantling is automatically combined with thrust jumps, so even if you're boosting backwards to a ledge behind you that you can't see, you still perform a guns-up mantle backwards!

You can perform partial thrust jumps by feathering the Jump button in mid-air, or you can hold the button to perform a longer burn to get more height or distance. As long as you have remaining jetpack energy, you can use your thrust jump in mid-air.

Thrust jumps are useful for quickly traversing vertical terrain, allowing you to clear gaps, wall run high on the side of a building, and jump up to rooftops or second floors of buildings or terrain.

Corner Jumps

Most players cover corners at eye level, aiming for an enemy to round the corner on the ground.

However, if you round the corner in the air, you can completely dodge someone who is already behind cover and pre-aimed at the corner and open fire on them before they have a chance to react.

Pay attention to common corner camp locations, thrust jumping over the expected approach can give you the drop on enemies in cover waiting for you to approach.

Radar Signature

Performing a thrust jump causes you to briefly appear on enemy minimaps, with a small red ping.

This isn't nearly as noticeable as firing an unsilenced weapon, but alert enemies can spot you, particularly if you're operating alone in enemy territory.

The **Blast Suppressor** perk conceals your jetpack signature from enemy minimap view.

Wall Running

Wall running is performed by sprinting at a wall at a slight angle and jumping toward it. A regular or thrust jump already in the air works fine.

Any flat surface can be used as a wall run surface, and you automatically continue a wall run along a curved wall, even if the turn is a sharp 90-degree angle (as long as it turns inwards).

If you want to continue a wall run around a 90-degree turn that goes around a corner, you can perform a quick thrust jump to reattach yourself to the wall and continue running.

You can fire while wall running, even aiming while you are running.

It's also possible to reverse a wall run—if you jump off the wall, do a 180 and reattach by thrust jumping, you can change directions and resume running.

Map Traversal

Keep an eye out for areas on the far outer edges of maps that you can access only by making use of thrust jumps and wall runs.

There are quite a few back routes that let you skirt the outermost edges of maps, often letting you flank enemy positions.

Power Slides

Hold the Crouch button while sprinting or in the middle of a thrust jump to perform a power slide.

Power slides propel you more quickly than sprinting along the ground, and end in a crouched position.

You can resume sprinting after a power slide if you keep the movement stick held forward—after a momentary delay, you stand up and continue your run.

Like all other types of movement, you can fire while power sliding.

Underwater

This is not necessarily a special powered movement type, but you can swim quickly and easily, with your weapon up. Sprinting underwater works, and you can rise or sink by jumping or crouching.

Underwater Concealment

It's easy for enemies to lose track of you visually underwater, so you can make use of water as a quick escape route on several maps.

It isn't foolproof guaranteed protection against an alert enemy who was tracking your movement carefully, but if you are spotted and quickly duck into water, you can often change positions too quickly for a more distant enemy to follow you easily.

Movement

Beyond the new mobility tools on offer, standard Call of Duty movement remains present—and important! You can walk, sprint, crouch, go prone, and jump to move about the battlefield.

Sprinting is louder and faster than walking, but is also unlimited in Black Ops III—no perk necessary. You can reload your weapon while sprinting, but keep in mind that sprinting causes your gun to lower, and getting caught while sprinting is a quick way to get killed.

The Gung-Ho perk allows you to fire while sprinting, and the Fast Hands perk reduces the delay before your gun comes up again. You can also pair either of these with the Quickdraw attachment to speed your ADS time.

Crouching or going prone lowers your profile and raises your accuracy, both of which can be useful at a distance. You can also use crouch to make use of short cover, putting more of your body out of sight.

You can make use of the prone position to hide behind even the lowest cover, and occasionally to surprise aggressive enemies. Going prone in short range fights to ambush other players can also be effective, and with some agility on the controls, performing drop shots at very close range while in combat can win gunfights.

Basic jumps generally aren't needed for normal level traversal, but they can be used to start a wall run without pinging the minimap from a thrust jump, or to mantle over a low piece of cover or into a window.

Controls

Because of the focus on mobility in Black Ops III, it's worth mentioning that you can customize your controls to allow quicker access to thrust jumps.

The Bumper Jumper config switches tactical grenades with the Jump button. This allows you to jump without taking your hand off the aiming stick. If you make use of thrust jumps often, this can be a powerful advantage in combat.

On the PlayStation 4, you can remap controls under Accessibility options. You can use this to switch the lethal Grenade button with the Crouch button—this gives you easy access to both thrust jumps and power slides while still having full movement and aiming control, but be aware that as a hardware level remapping, your Back button in menus will change! If you're a heavy grenade user, this may not be as appealing, but give it a try if you rarely use grenades.

HUD

Learning to read and use your HUD in combat is critical. It provides you with a lot of information about the battlefield around you.

Hardcore HUD

If you're playing Hardcore, there is no HUD. You do get access to the Minimap via UAV usage, but you must otherwise rely on your eyes and ears.

Minimap

Learning to read and use your minimap is vital for success in multiplayer matches. You can see the position of friendly teammates at all times, and when friendly UAV or H.A.T.R. coverage is up, enemy positions are marked, as well.

Any time a player fires an unsilenced weapon or uses their thrust jump without the Blast Suppressor perk, they appear on the minimap.

Firing a weapon results in a clear red dot location, while thrust jumps only momentarily ping the minimap with a small, red circle that expands.

Use your minimap to keep tabs on the flow of combat; you can often locate the enemy team simply by knowing where you and your teammates are.

Suppressed weapons don't appear on the minimap when fired, and the Ghost perk hides you from UAV sweeps as long as you are moving (or defusing a bomb).

Using a Counter-UAV or Power Core can jam the enemy minimap, but keep in mind the Hard Wired perk protects against both of these Scorestreaks.

Death Icons

When a friendly teammate falls in combat, the location of their death is marked with a skull. If you pay careful attention to the appearance of these skulls (and friendly minimap dots), you can usually quickly identify likely enemy positions.

As your map knowledge improves, you can get a better idea of where a death occurred and from what—in a tight interior area, it was almost certainly another enemy in close quarters, while a death out in the open might have come from a distant enemy camped out in cover.

Objectives

In objective game modes, there are clear HUD indicators for the position and control of points in Domination, flags in CTF, the data core in Uplink, and so on.

Use objective indicators to keep tabs on both the current stats of the objectives and the likely position of enemies. Used in concert with your other HUD tools, this gives you yet another method of identifying threats and targets.

The Killcam

After being killed by another player, you are given an instant replay of the last several seconds from their perspective. This is extremely useful for new players, as it can provide insight into how other more experienced players are taking you out.

Remember that because of the realities of lag on the internet, this is not always going to match up 100% with what you saw on your end. Don't worry about that; pay more attention to how your opponent attacked you.

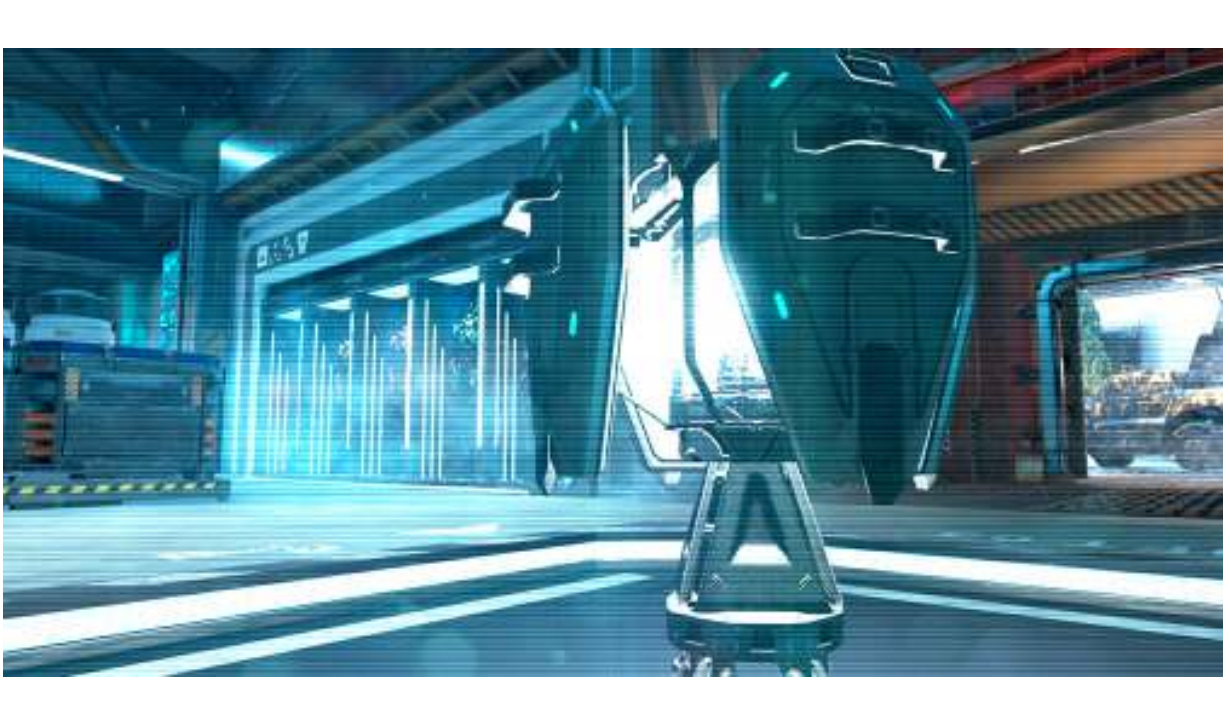
In some cases (such as face to face heads up firefights), the outcome can be a coin flip, but a lot of the time, your enemy may have outmaneuvered you, ambushed you, or used a combination of perks, equipment, Scorestreaks, powers, or weaponry that let them get the drop on you.

When you're new, watch the killcams from top scoring players on the other team, and pay attention to what they use and how they use it.

Hitmarkers

When you score a hit on another player, you receive visual confirmation of this from a flash of your crosshair and a distinct visual cue.

You can use hitmarkers to confirm hits on distant enemies, track a target through a wall while firing penetrating shots, or 'scout' with thrown grenades or tripmine equipment!



Combat

Weapon Handling

The basics of weapon usage in Black Ops III are simple: aim, shoot, kill.

Weapons can be fired while aiming, or from the hip. When hipfired, most weapons are inaccurate at anything past very short range.

Aiming your gun is always the most accurate way to get shots on target and, with one exception (sniper rifles), all guns handle the same while aiming. You trade some movement speed for increased accuracy, as you move slower while aiming.

Sniper Rifles have an extra step while aiming—you need to hold in the Sprint button to steady your aim. You can still fire without steadying, but your aim sways more heavily if you aren't steadied.

When firing from the hip, your accuracy is improved while crouching or prone, but this doesn't mean it's a good idea to move around crouched and hipfiring!

Different weapon classes have different handling speeds—the time it takes to aim or to switch to or from the weapon. These are generally what you would expect (SMGs have fast handling, LMGs have slower handling).

The weapon you have in hand also affects your base movement speed. SMGs are the fastest, then pistols, then all other weapon classes.

Movement Speed

With the focus on rapid mobility in Black Ops III, there is very little difference in speed between the 'slowest' and fastest weapon classes.

There's only about a 5% difference in speed between a 'slow' weapon and an SMG, and all players can sprint infinitely, no perk needed.

Remember that speed while aiming is lower, you can take the Stock attachment to increase this stat.

Shot Control

For SMGs, Assault Rifles, and LMGs, make use of short bursts of shots to maintain accuracy when attacking distant targets.

Burst-fire weapons inherently pace your shots. Emulate these weapons when trying to hit enemies at long range. For extremely distant enemies, you may even want to tap out single or double shots, though scoring kills at such a range is challenging at best.

Full auto should generally be reserved for short range engagements—SMGs excel in this area.

Hipfire is best used at short ranges, as well, and the Laser Sight attachment tightens hipfire spreads, giving you more reliable hipfire at a slightly greater range. Don't hesitate to begin hipfiring at a target the instant you spot them, and then begin pulling up your sights into ADS to get more accurate fire on target.

Reloads

Weapons all reload at different speeds, but most share some common traits. When reloading a weapon, if the magazine is fully depleted, the reload takes longer, as you have to pull a charging handle or rack a slide to complete the reload animation.

It is possible to cancel a reload animation early by double tapping the Switch Weapon button—this is useful because the ammo is often 'live' in the weapon before the reload animation fully completes.

The Fast Mags attachment speeds up reload boosts significantly (and on some weapons, actually uses a unique new animation to reload when you swap out a dual magazine).

The Extended Mag attachment gives you more ammo in each magazine, providing more firepower before you need to reload in the first place.

Keep your weapon topped off, but try to avoid the bad habit of reloading after a single kill on a weapon with a decent magazine size (this is especially important for LMGs, with naturally large magazines and very, very slow reloads).

Melee

You can perform a quick punch or gun bash at close quarters, but melee attacks are not lethal from the front in Black Ops III. You need two swings to kill; if you want an instantly lethal melee attack, you must equip the Combat Knife.

Otherwise, melee attacks are quiet, and can be used if you sneak up on a target from behind to avoid pinging the minimap if your weapon isn't silenced.

Streaks

Scorestreaks are earned by acquiring enough points to unlock the streak in a single life. Dying resets your Scorestreak counter!

You earn points toward Scorestreaks by any beneficial action that contributes to your team winning. This includes killing enemies, calling in friendly support Scorestreaks, destroying enemy streaks and equipment, and completing or aiding in the completion of objectives.

If you're a new player, start with cheaper Scorestreaks, and make use of the Care Package to get a chance at earning higher end streaks.

More experienced players can make use of 'chaining' Scorestreaks by using the points earned from one Scorestreak to unlock the next.

Offensive Specialist powers are also a key component of earning Scorestreaks now, as you can rack up a lot of points in short order by going on a rampage with your super weapon.

Equipment

Tactical and Lethal equipment is optional in the Pick 10 system, but it can be very effective if used wisely.

Although tactical equipment generally supports you on the battlefield, it is rarely directly lethal. You can use tactical equipment to stagger or stun enemy players, disable enemy equipment and Scorestreaks, protect yourself from enemy projectiles, or even hack enemy equipment and Scorestreaks.

Lethal equipment is just that, an extra set of gear that can kill enemy players. There's a range of different options, most suited for indirect combat, allowing you to kill players behind cover, guard an approach, or clear an objective.

Because a single expendable piece of equipment costs just as much as a permanent perk or an upgrade to your weapon, you must carefully consider equipment usage under the Pick 10 system.

There are several perks that can enhance equipment usage, including Fast Hands, Scavenger, Gung-Ho, and Engineer. It's not a bad idea to set aside two of your builds as equipment focused—one making use of Lethal equipment and Scavenger to constantly bombard the enemy and control objectives, and a second focused on using Tactical equipment to support your team and deny the enemy equipment and Scorestreak support.

On your full-fledged combat builds, it's often worth it to remove all equipment and put the extra points into more perk muscle or weapon customization. A single use grenade without Scavenger usually isn't the best investment.

Cover and the new battlefield

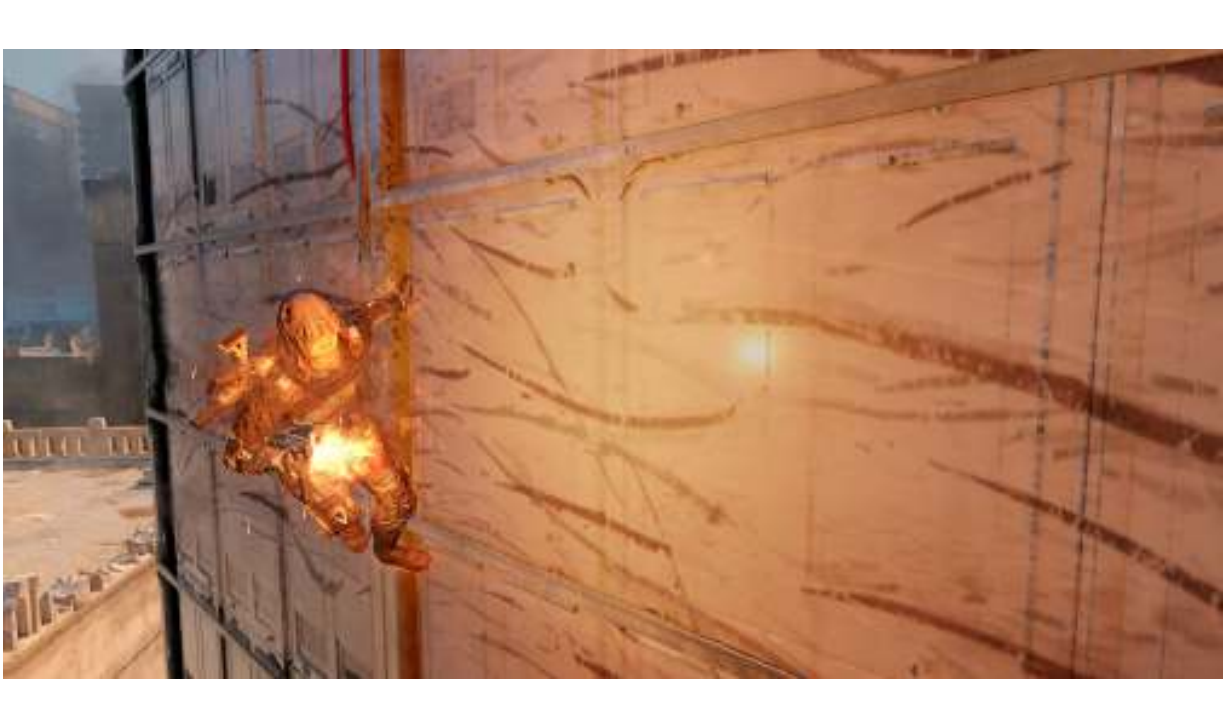
The enhanced mobility offered by the jetpacks and augmented limbs of the Specialists has a significant impact on how you should view cover on the battlefield. You are not always safe behind a piece of hard cover if there is a nearby route that allows an enemy to jetpack over your head and strike you from midair or above you on elevated terrain nearby. Likewise, you can use the enhanced mobility to foul your opponents aim by rapidly mixing thrust jumps, powerslides, and wall runs.

As a general rule, you are easier to hit when using such moves at a distance (and your own accuracy is impaired), and harder to hit using such mobility in CQC. At very short range, a jump over your opponent's head can be difficult for them to track, as can a rapid wallrun to get behind a target.

Be careful about using power slides to round corners, players tend to instinctively target at head height when waiting behind cover or tracking a corner while ADS—it's usually safer to come around the corner out of a thrust jump, as your incoming trajectory is unpredictable even to skilled opponents.

Whenever possible, take advantage of elevated terrain. Most players track targets at the same level they are standing on, so if you're above a player at ground level, you have a good chance of getting the drop on them simply due to where you are both aiming when a fight starts.

Elevation also gives you an edge in cover battles, if you're behind cover in an elevated position, an enemy below you and behind cover may be partially or completely exposed due to the angle, but you are still just as hard (or harder!) to hit.



Pick 10

The Pick 10 system is how you customize your loadout in Call of Duty: Black Ops III.

You are given 10 points, and each point can buy a single item in your loadout:

- A weapon, primary or secondary
- A single attachment or optic on a weapon
- A wildcard
- A perk
- A single piece of equipment

There are no restrictions on your loadout. You can run a single primary weapon with five attachments, a mix of all options, or anything in-between.

Without Wildcard usage, you are limited to two attachments on a primary weapon, one attachment on a secondary, up to one lethal and two tactical equipment, and up to three perks.

Wildcards

Wildcards let you 'break' the rules of Pick 10, allowing you to take two primary weapons, equip more than two attachments on a primary weapon, take more than three perks, or carry additional equipment.

The drawback is that each Wildcard itself costs a point, so you're paying double for breaking the usual limits. Make sure you're getting full use from points spent on Wildcards!

You can generally get two 'free' points on most general purpose combat builds by dropping your lethal and tactical equipment, and if you're comfortable with iron sights, losing your optic is a third point. This gives you enough for extra attachments on your primary and/or an extra perk or two.

Dropping your secondary has costs. If you lose your pistol on an LMG or Sniper build, you're at greater risk in close range engagements. And if you drop your launcher, you lose the ability to fight Scorestreaks effectively.

In objective modes or for team support, Tactical equipment is a lot less disposable, as well—the Black Hat, EMP, Smoke Screen, and Trophy System are all extremely useful in objective gameplay. Likewise, for breaking defensive holds on objectives, a Danger Close Scavenger setup can be quite effective.

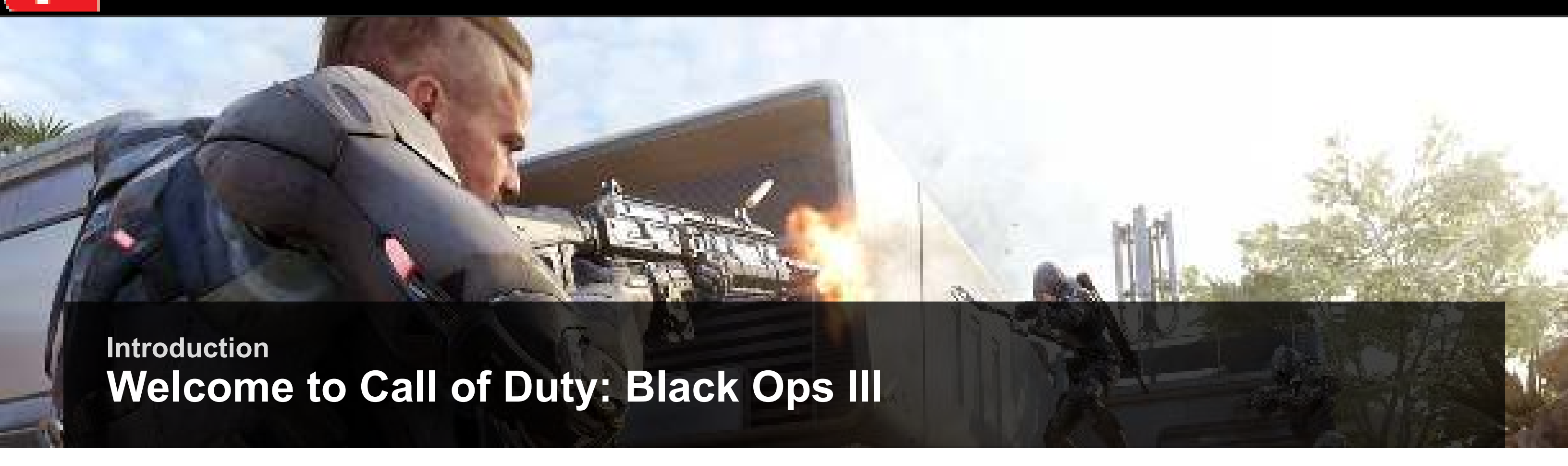
WILDCARDS
ESC Back

Cover and the new battlefield

When customizing your loadouts, it's best to have a goal in mind. A general template that you work toward, adding whatever small touches suit your personal play style.

Ignoring the primary weapon slot (which should be fairly obvious!), here are some ideas to help you fit the various options into builds:

- **Secondary Launchers:** Destroy enemy equipment, blast objectives that clump players.
- **Secondary Pistols:** Effective short range backup for LMGs and Sniper Rifles, and some Assault Rifles.
- **Tactical Equipment:** Support offensive pushes (Concussion/Flashbang), protect yourself when claiming objectives (Trophy System/Smoke Screen), disable enemy equipment and Scorestreaks (Black Hat and EMP), provide early warning (Shock Charges).
- **Lethal Equipment:** Attack enemies behind cover and clear objectives (Frag and Semtex), area denial (C4, Thermite), guard a pathway (Trip Mines), fast and quiet short range attack (Combat Axe).
- **Perks to Improve Mobility:** Afterburner, Fast Hands, Gung-Ho.
- **Perks to Improve Stealth:** Ghost, Hard Wired, Dead Silence, Blast Suppressor.
- **Perks to Improve Situational Awareness:** Sixth Sense, Tracker, Awareness, Engineer.
- **Perks to Protect Yourself:** Blind Eye, Flak Jacket, Hard Wired, Cold Blooded, Tactical Mask.
- **Perks to Improve Performance:** Overclock, Fast Hands, Ante Up, Scavenger (vital for builds using Tactical or Lethal equipment heavily).



Introduction

Welcome to Call of Duty: Black Ops III

This year's installment of Call of Duty brings some major changes to the series, along with plenty of polish and smaller changes to familiar features.

Howerer, if you're new to the franchise, read over our basic training material. If you're a vet, you can skip right to our detailed weapon breakdowns and gear information.

What's New

Specialists

In multiplayer matches, you now choose to play as one of nine specialists, unique characters, each with their own personalities, histories, and style.

Each of the nine specialists has a unique weapon and ability that you can use in combat. Typically one is more offensive, the other focused on utility or defense.

Specialist powers charge up slowly over time, and more quickly if you score kills. Unlike Scorestreaks, Specialist power progress is not lost on death, so eventually everyone has access to their power, regardless of how well they are performing in a match.

As a result of this, expect a little extra mayhem in every game—you're going to see the classic Black Ops weapons spinning up to unleash havoc, and there are many other powerful abilities to discover.

Guns Up Mobility

A major new feature and focus for Black Ops III is player mobility. Specifically, the ability to traverse a map quickly and efficiently, always keeping your weapon up and ready to fire in an instant.

Your new specialist characters are also powerfully augmented future soldiers, capable of performing jetpack assisted double jumps, power slides, and wall runs.

Map Design

To accommodate the new mobility, maps have quite a few features specifically designed to allow you to jump over, wall run along, mantle across, or swim beneath them.

Pay careful attention to areas where there is accessible high ground—it can be reached in an instant with a quick jump and mantle, and controlling it is often key to locking down the nearby combat zone.

Also keep an eye out for shortcuts that can be traversed only with a combination of careful thrust jumps and wall runs—many maps have back doors that enable ambushes if used well.

Gunsmith and Paintshop

You can extensively customize your weapons in Black Ops III.

The Gunsmith and Paintshop work together to allow you to create a fully customized weapon that perfectly suits your tastes.

The Gunsmith lets you put up to five attachments on a weapon, as well as a single optic. Doing so consumes your entire Pick 10 point reserve, but if you want a completely blinged out gun, there you go.

Attachments themselves can be customized visually. Every attachment on every gun in the game has alternate visuals that you can cycle through, allowing you to modify the basic appearance of your weapon.

The Paintshop allows for personalized visual customization. You can apply built-in camo schemes, or completely customize your weapon with hand-made colored decals. There's enough flexibility and power here for artistically inclined players to create some pretty impressive artwork.

eSports Features

A major focus for Black Ops III, the Arena playlist (ranked matches in multiplayer) and the CodCaster feature (powerful spectating tools for announcers) both help support competitive play.

On top of that, there are rules in place to allow for Specialist Drafts (letting teams ban, protect, and pick specialist powers), as well as settings to disable any weapons, attachments, gear, perks, specialists—essentially every part of the multiplayer game can be hand customized in private matches.

Returning Veterans

Unlocks

Unlocking specialists, weapons, gear, perks, and streaks are all handled with unlock tokens, awarded as you gain levels in multiplayer. This system works just like it did in Black Ops II.

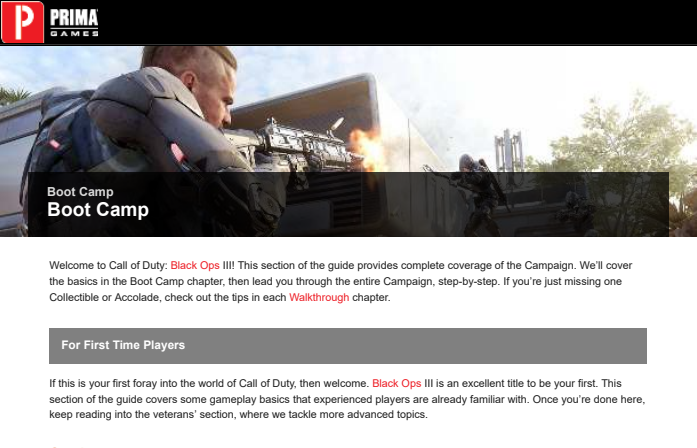
Items are gated by level, so you can't unlock any item immediately, but as you progress, your options increase, and you can choose which items are most important to your personal loadout.

Gun Leveling

Attachments on your weapons unlock as you level the specific gun in question. Just like your personal player level, your weapons also have a level, and using them in battle increases your available attachment options.

Pick 10

Unchanged from Black Ops II, Pick 10 has received one small tweak—you can now take the Primary Gunfighter perk up to three times, allowing you to create customized weapons with five attachments!



Boot Camp

Boot Camp

Welcome to Call of Duty: Black Ops III! This section of the guide provides complete coverage of the Campaign. We'll cover the basics in the Boot Camp chapter, then lead you through the entire Campaign, step-by-step. If you're just missing one Collectible or Accolade, check out the tips in each Walkthrough chapter.

For First Time Players

If this is your first foray into the world of Call of Duty, then welcome. Black Ops III is an excellent title to be your first. This section of the guide covers some gameplay basics that experienced players are already familiar with. Once you're done here, keep reading into the veterans' section, where we tackle more advanced topics.

Combat

Firearms

Black Ops III is a First Person Shooter and, as such, you spend most of the game shooting at enemies that are trying to shoot you. The basic concepts important to engaging in a firefight are:

Aim Down Sight (ADS): In most cases, you should be using this technique when firing on the enemy. Hitting this button brings up your weapon's sight (an iron sight or a variety of scopes). Once up, your weapon's accuracy increases significantly. To further improve it, always fire in bursts while using ADS.

The drawback to using ADS is that you can't move very fast while it's activated. This can be trouble if you're getting attacked or an enemy is at close range. ADS works best with Assault Rifles, Sniper Rifles, and Light Machine Guns.

Hip fire: This technique allows for attack without hindering your movement. To hip fire, simply pull the Fire button while moving around or standing. The crosshairs at the center of the screen provide a general guideline for where you're shooting, but hip fire is extremely inaccurate. The advantage of hip fire is you can quickly change directions or even move while firing. Hip fire is best used with Submachine Guns and Shotguns.

Aim Assist

There's an important setting available in the game's Options menu. By default, this is turned "on" in the Campaign. Aim Assist pops your crosshair to an enemy whenever you use the ADS button. This can really help if you are new to First Person Shooters. Some experienced players may prefer to play with the setting off since you do lose some control over who you are firing on.

Firearm Types

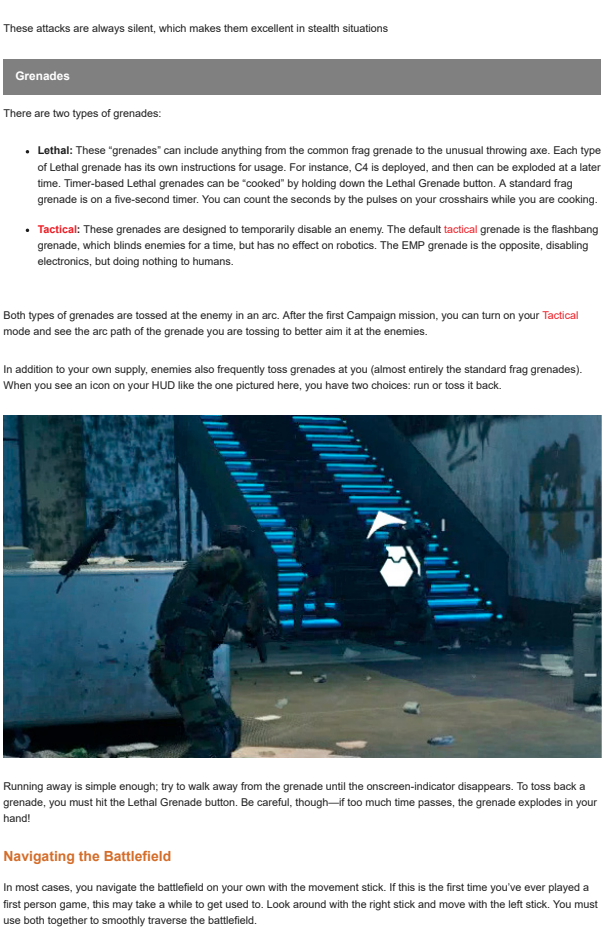
There are seven firearm categories in the game:

- **Submachine Guns (SMG):** the first category of weapon, SMGs excel at hip fire, and short-range to medium-range combat scenarios. SMGs aren't very effective when you Aim Down Sight at medium or longer range. However, with the right attachments, you can increase the range of the weapons significantly.
- **Assault Rifles:** assault rifles are the default weapon of Call of Duty and are ideal at all ranges, except for melee and sniper ranges. Assault Rifles have high mag capacity, good reload speeds, and excellent rate of fire. They inflict moderate damage, but their superb accuracy makes head shots significantly easier than Shotguns or SMGs.
- **Light Machine Guns (LMG):** light machine guns turn you into a one-man army with the capability to wipe out an exposed army with one clip. These weapons are known for providing excellent covering fire, but in the campaign, they are most useful in boss battles where you need high damage, and accuracy is secondary. LMGs are notorious for their lengthy reload times.
- **Sniper Rifles:** Snipers all come with excellent scopes that allow you to shoot enemies from incredible range. However, they are terrible at firing on enemies from short range and hip fire stance. The time it takes to activate a Sniper Rifle with Aim Down Sight compromises its utility in short-range battles.
- **Shotguns:** Best for players that like to "run 'n gun" through levels. Their effectiveness drops significantly at medium range, but you can use Aim Down Sight to make hitting with a Shotgun more viable past a few meters. Shotguns have low ammo capacity, but each shot is deadly. Most Shotguns have long reloads, but some of the guns in Black Ops III have assault clips that reduce the time to refresh the weapon.
- **Pistols:** These are the default type of secondary weapon. The regular Pistol types have low damage, but allow you to run and reload quickly. There are also Pistol upgrades like the Annihilator that inflict massive damage, but have a very low rate of fire and severely reduced ammo capacity.
- **Launchers** Launchers are a class of weapon all their own, the most common is the Rocket Launcher. There are two types: Dumb Fire and Lock. Dumb Fire rockets can be fired at any time by simply using the ADS and Fire buttons at the same time. Lock requires you to keep the target in your crosshairs long enough for the weapon to lock on. once fired, the weapon misses only if the enemy finds sufficient cover. Lock can be used only against large enemies. Each Launcher has its own strategy for deployment, but this rule applies to them all: never fire one at point blank! They all fire deadly explosive projectiles, and an accidental shot at close range means certain death.

Melee

Melee attacks are not the primary way you engage enemies in Black Ops III. However, if an enemy gets extremely close to you, or even hits you with their own melee attack, often the best response can be a melee attack. There's a special Melee button (look for it in your Options menu). Hitting this executes a special close-range attack on the enemy. The speed of a melee attack depends on the speed of the weapon equipped. Light Machine Guns are the slowest melee weapons, while Pistols are quickest.

Melee hits are almost always one-hit kills. However, some tougher opponents can survive multiple melee hits (such as the 54 Immortals' Warlords and some robots).



These attacks are always silent, which makes them excellent in stealth situations

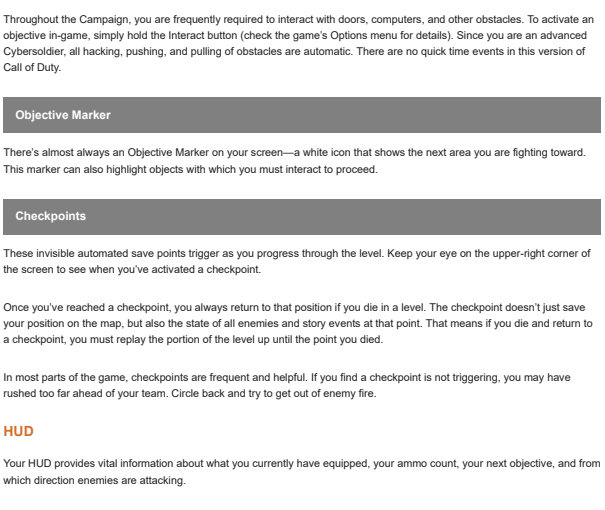
Grenades

There are two types of grenades:

- **Lethal:** These "grenades" can include anything from the common frag grenade to the unusual throwing axe. Each type of Lethal grenade has its own instructions for usage. For instance, C4 is deployed, and then can be exploded at a later time. Timer-based Lethal grenades can be "cooked" by holding down the Lethal Grenade button. A standard frag grenade is on a five-second timer. You can count the seconds by the pulses on your crosshairs while you are cooking.
- **Tactical:** These grenades are designed to temporarily disable an enemy. The default tactical grenade is the flashbang grenade, which blinds enemies for a time, but has no effect on robotics. The EMP grenade is the opposite, disabling electronics, but doing nothing to humans.

Both types of grenades are tossed at the enemy in an arc. After the first Campaign mission, you can turn on your Tactical mode and see the arc path of the grenade you are tossing to better aim it at the enemies.

In addition to your own supply, enemies also frequently toss grenades at you (almost entirely the standard frag grenades). When you see an icon on your HUD like the one pictured here, you have two choices: run or toss it back.



Running away is simple enough; try to walk away from the grenade until the onscreen-indicator disappears. To toss back a grenade, you must hit the Lethal Grenade button. Be careful, though—if too much time passes, the grenade explodes in your hand!

Navigating the Battlefield

In most cases, you navigate the battlefield on your own with the movement stick. If this is the first time you've ever played a first person game, this may take a while to get used to. Look around with the right stick and move with the left stick. You must use both together to smoothly traverse the battlefield.

Sprinting

In addition to normal movement, you can hold down the Sprint button to move much faster on the battlefield. However, you cannot fire your weapon while sprinting. Sprinting is ideal for evasion or diving for cover, but should be avoided when running into combat.

Stances

There are three stances in all Call of Duty games:

- **Standing:** This is the default stance and the best for quick movement, but the least accurate. You must be standing to Sprint.
- **Crouched:** This stance increases accuracy and also makes it harder for enemies to hit you. The drawback is you move significantly slower than when you're standing. However, this is a happy medium between Standing and Prone. Increasing accuracy, but not inhibiting movement so much you can't evade a grenade.
- **Prone:** Prone sprawls you out on the ground. This is best when you come under heavy fire with no cover in the area. While prone, it is very difficult to move. It's a great position to fire Light Machine Guns, as it significantly improves weapon accuracy.

Tapping the Stance button toggles between Standing and Crouched. Holding the Stance button enters and exits Prone.

Interacting

Throughout the Campaign, you are frequently required to interact with doors, computers, and other obstacles. To activate an objective in-game, simply hold the Interact button (check the game's Options menu for details). Since you are an advanced Cybersoldier, all hacking, pushing, and pulling of obstacles are automatic. There are no quick time events in this version of Call of Duty.

Objective Marker

There's almost always an Objective Marker on your screen—a white icon that shows the next area you are fighting toward. This marker can also highlight objects with which you must interact to proceed.

Checkpoints

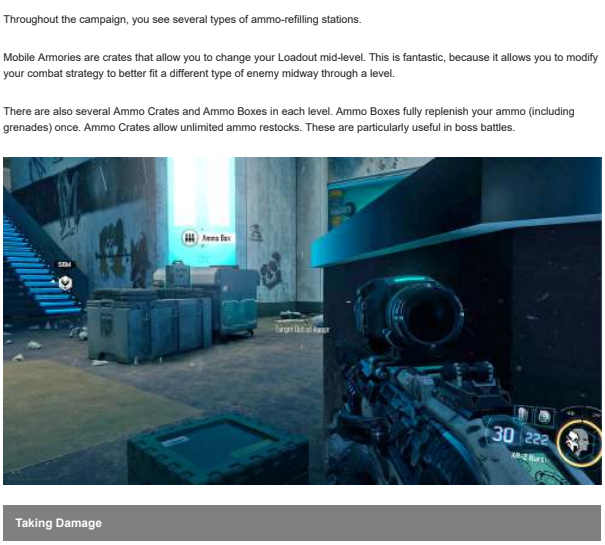
These invisible automated save points trigger as you progress through the level. Keep your eye on the upper-right corner of the screen to see when you've activated a checkpoint.

Once you've reached a checkpoint, you always return to that position if you die in a level. The checkpoint doesn't just save your position on the map, but also the state of all enemies and story events at that point. That means if you die and return to a checkpoint, you must replay the portion of the level up until the point you died.

In most parts of the game, checkpoints are frequent and helpful. If you find a checkpoint is not triggering, you may have rushed too far ahead of your team. Circle back and try to get out of enemy fire.

HUD

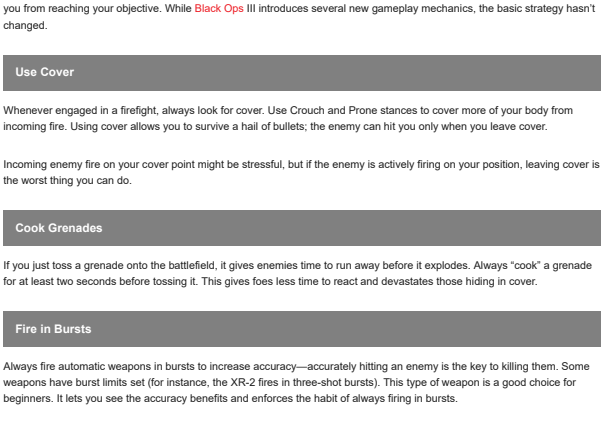
Your HUD provides vital information about what you currently have equipped, your ammo count, your next objective, and from which direction enemies are attacking.



A	Current Clip Ammo
B	Total Ammo
C	Equipped Weapon
D	Currently Equipped DNI ability (and recharge indicator.)
E	Enhanced Vision
F	Tactical Mode
G	Health
H	Tactical Mode Overlay
I	Objective
J	Incoming Damage (and direction)
K	Lethal Grenade
L	Tactical Grenade

Inventory

Your Inventory in Black Ops III consists of a Primary Weapon, a Secondary Weapon, a Lethal Grenade slot, and a Tactical Grenade slot. Each mission begins with a Loadout, which become customizable as you progress in the game.



Loadouts can be changed at Mobile Armory chests located at major checkpoints in each level.

While you can't equip a Loadout with two primary weapons until you unlock the Overkill Wildcard at level 20, you can equip the Copycat Tac-Rig from level one. Copycat allows you to pick up and use any weapon you find on the battlefield. It's generally a good idea to replace your secondary weapon with a complementary second primary weapon as soon as you can.

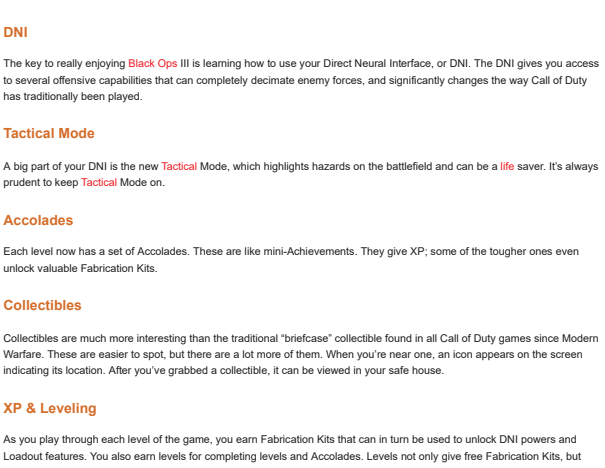
Your current weapon, ammo count, and grenades are always displayed in the bottom-right corner of your HUD.

Mobile Armory and Ammo Crates

Throughout the campaign, you see several types of ammo-refilling stations.

Mobile Armories are crates that allow you to change your Loadout mid-level. This is fantastic, because it allows you to modify your combat strategy to better fit a different type of enemy midway through a level.

There are also several Ammo Crates and Ammo Boxes in each level. Ammo Boxes fully replenish your ammo (including grenades) once. Ammo Crates allow unlimited ammo restocks. These are particularly useful in boss battles.



Taking Damage

You play as a veteran Cybersoldier for almost the entire Black Ops III experience. As a robotically-enhanced individual, you have automated repair systems that can heal damage from incoming fire over time.

When you get hit by damage, your screen turns red, and you hear computer noises as your internal repairs kick into high gear to recover from the injury.

The secret to surviving all Call of Duty games is to always run to cover when you take damage, and to never leave cover when your screen is bloody. Even on the easiest difficulties, you will eventually die if you never take the time to recover. Each time you're hit by incoming damage, it stops the recovery process, and you must continue waiting for the screen to clear and your health to return.

This strategy is much easier said than done. It can be frustrating to have to wait for your health to recover, but it's always preferable to restarting at a checkpoint.

Basic Strategy

Staying alive in Call of Duty is always the primary challenge. Everywhere you go, there are armies of enemies trying to stop you from reaching your objective. While Black Ops III introduces several new gameplay mechanics, the basic strategy hasn't changed.

Use Cover

Whenever engaged in a firefight, always look for cover. Use Crouch and Prone stances to cover more of your body from incoming fire. Using cover allows you to survive a hail of bullets; the enemy can hit you only when you leave cover.

Incoming enemy fire on your cover point might be stressful, but if the enemy is actively firing on your position, leaving cover is the worst thing you can do.

Cook Grenades

If you just toss a grenade onto the battlefield, it gives enemies time to run away before it explodes. Always "cook" a grenade for at least two seconds before tossing it. This gives foes less time to react and devastates those hiding in cover.

Fire in Bursts

Always fire automatic weapons in bursts to increase accuracy—accurately hitting an enemy is the key to killing them. Some weapons have burst limits set (for instance, the XR-2 fires in three-shot bursts). This type of weapon is a good choice for beginners. It lets you see the accuracy benefits and enforces the habit of always firing in bursts.

Watch Your Ammo

Be aware of your weapon's clip size. You need to always be ready to duck behind cover and retreat from combat when your weapon is out of ammo. Most guns take several seconds to reload, even with reload speed attachments equipped.

If you find yourself exposed with no ammo in your primary weapon, remember you can quickly switch to your secondary weapon. Hopefully, you remembered to reload that one!

For Call of Duty Veterans

If you're a veteran of a previous Call of Duty game, welcome back!

This section of the Boot Camp covers what's new in Black Ops. This game takes place in a future timeline that's different than the one that appears in Advanced Warfare and Ghosts. As such, much of the technology and weaponry is different.

DNI

The key to really enjoying Black Ops III is learning how to use your Direct Neural Interface, or DNI. The DNI gives you access to several offensive capabilities that can completely decimate enemy forces, and significantly changes the way Call of Duty has traditionally been played.

Tactical Mode

A big part of your DNI is the new Tactical Mode, which highlights hazards on the battlefield and can be a life saver. It's always prudent to keep Tactical Mode on.

Accolades

Each level now has a set of Accolades. These are like mini-Achievements. They give XP; some of the tougher ones even unlock valuable Fabrication Kits.

Collectibles

Collectibles are much more interesting than the traditional "briefcase" collectible found in all Call of Duty games since Modern Warfare. These are easier to spot, but there are a lot more of them. When you're near one, an icon appears on the screen indicating its location. After you've grabbed a collectible, it can be viewed in your safe house.

XP & Leveling

As you play through each level of the game, you earn Fabrication Kits that can in turn be used to unlock DNI powers and Loadout features. You also earn levels for completing levels and Accolades. Levels not only give free Fabrication Kits, but also make new weaponry available for unlocking in the armory.

Robots vs Humans

This time around, you won't just be fighting humans, or even cybernetically-enhanced humans. No, you'll be fighting full-on robot armies. The future of Black Ops III sees global corporations and organizations equipped with robot squadrons. In the Campaign, you repeatedly battle these robotic regulars. Luckily, several DNI abilities are specifically designed to work against robots.

The Safe house

After the first two missions in the Campaign, the safe house becomes the main game hub and provides a break between missions. You also get access to several special components that can be used to prepare before the next mission.

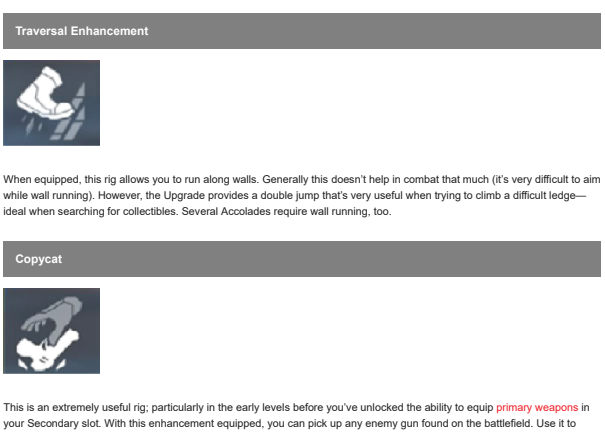
Sit Back, Relax and Listen

Between each mission, other characters have some things to say to you in the safe house. Before rushing off to the next mission, take some time to listen to their messages. Some conversations are key to fully understanding the story.

Combat Immersion

The primary purpose of the Combat Immersion chair is to allow you to try out DNI skills and weapons before spending your valuable Fabrication Kits to unlock them. However, it's also a pretty fun mini-game in itself!

There are 16 rounds to fight through, with the enemies getting increasingly more difficult as you proceed. Activate the globe at the start of each round. The globe moves to a new position on the map and a new set of enemies.



Your score during each session is rewarded with a corresponding medal. You receive a bonus reward the first time you receive each medal. This includes both XP and Fabrication Kits.

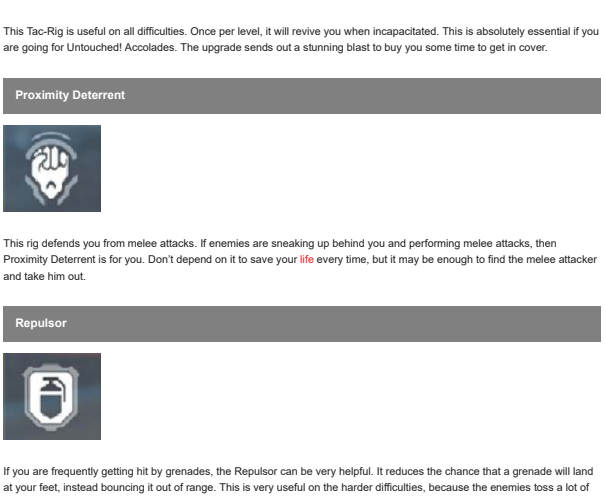
ACHIEVEMENT For real this time

Depending on your platform, you can earn a PlayStation Trophy or Xbox Achievement by finishing a Combat Immersion session with a Gold medal.

The Armory

Attachments

Each gun has attachments that can make the gun more powerful, more accurate, carry more ammunition, or easier to handle. Attachments are earned by leveling up the gun. A level one gun has bare minimum attachments, while a max-level gun has access to all attachments.



Each gun has different attachments available, and they line up very closely with the multiplayer weapons. For more details on what each attachment does, check out our Multiplayer Arsenal chapter.

Tactical Rigs

Each Loadout can have up to two Tactical Rig features installed. Tac-Rigs provide modest buffs to your character, and are worth spending a few Fabrication Kits to unlock.

Sensory Buffer

Sensory buffer reduces how much getting hit by damage and flashbangs affects you. Normally, getting hit by incoming fire makes it hard to aim and fire. This negative effect is reduced with Sensory Buffer. When upgraded, this Tac-Rig reduces the damage you take from explosives, including grenades.

Traversal Enhancement

When equipped, this rig allows you to run along walls. Generally this doesn't help in combat that much (it's very difficult to aim while wall running). However, the Upgrade provides a double jump that's very useful when trying to climb a difficult ledge—ideal when searching for collectibles. Several Accolades require wall running, too.

Copycat

This is an extremely useful rig; particularly in the early levels before you've unlocked the ability to equip primary weapons in your Secondary slot. With this enhancement equipped, you can pick up any enemy gun found on the battlefield. Use it to replace your secondary weapon. All primary weapons are better than the weak MR6 Pistol you start with at the beginning of the Campaign. The upgrade allows you to pick up enemy grenades, which means between ammo crates and your fallen enemies, you'll never be short on frag grenades.

Emergency Reserve

This Tac-Rig is useful on all difficulties. Once per level, it will revive you when incapacitated. This is absolutely essential if you are going for Untouched! Accolades. The upgrade sends out a stunning blast to buy you some time to get in cover.

Proximity Deterrent

This rig defends you from melee attacks. If enemies are sneaking up behind you and performing melee attacks, then Proximity Deterrent is for you. Don't depend on it to save your life every time, but it may be enough to find the melee attacker and take him out.

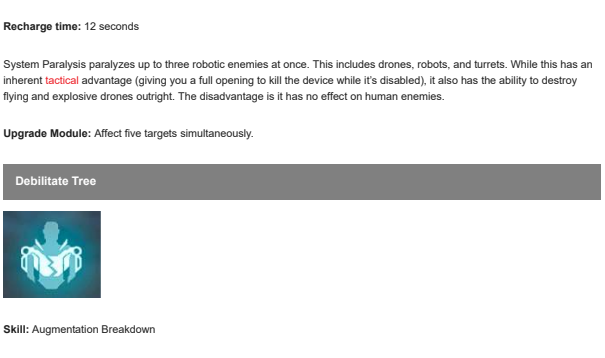
Repulsor

If you are frequently getting hit by grenades, the Repulsor can be very helpful. It reduces the chance that a grenade will land at your feet, instead bouncing it out of range. This is very useful on the harder difficulties, because the enemies toss a lot of grenades.

If you upgrade Repulsor, it can also repel RPGs. This is a life saver. RPG soldiers attack from range, and frequently get off shots before you're even aware of them.

Wildcards

The Wildcard system in the Campaign is very simple. Each Wildcard allows you to better customize your Loadout, which can hold up to three Wildcards. Each Wildcard costs one Fabrication Point to unlock.



Danger Close: Take a second Lethal. This isn't too helpful with normal frags, but can make a huge difference with some of the more powerful Secondary weapons, such as Combat Axe and Thermite.

Primary Gunfighter: You can unlock up to three Primary Gunfighter cards. Each one allows an extra attachment to be equipped. This significantly increases the power and performance of your weapons.

Secondary Gunfighter: This unlocks another slot for your sidearm. It should be noted that attachments are available only on Pistols, not Launchers.

Tactician: Take a Tactical grenade instead of a Lethal grenade. This is most useful when you want to bring extra EMPs for a level with a lot of robotics.

Overkill: You don't get access to this until level 20, but it can be very useful. Overkill allows you to equip a Primary weapon in a Secondary spot. That means you can create combo Loadouts like Shotgun/Sniper or LMG/Assault Rifle. Having that kind of variety makes up for the weak points of each gun type.

DNI

Your Direct Neural Interface, or DNI, unlocks in the second mission. It provides access to an extensive array of powers to use against your enemies. Each DNI power costs one Fabrication Point to unlock, and can be upgraded for one additional Fabrication Point. Upgrades can be processed at the Cyber Core Station in your safe house.

Many DNI powers affect only one type of enemy (robots, drones, or humans).

Control

Base Skill

Skill: System Paralysis

Recharge time: 12 seconds

System Paralysis paralyzes up to three robotic enemies at once. This includes drones, robots, and turrets. While this has an inherent tactical advantage (giving you a full opening to kill the device while it's disabled), it also has the ability to destroy flying and explosive drones outright. The disadvantage is it has no effect on human enemies.

Upgrade Module: Affect five targets simultaneously.

Debilitate Tree

Skill: Augmentation Breakdown

Recharge time: 10 seconds

Augmentation Breakdown is designed to specifically be used against cyborg enemies. The enemies that most commonly have these upgrades are found among the 54 Immortals in the first few chapters. Using this ability on an enemy is devastating, and can potential take them out of the fight with one hit.

Upgrade Module: With the upgrade, Augmentation Breakdown becomes lethal. Permanently damaging enemies that fall victim to it.

Skill: Servo Short-Out

Recharge time: 10 Seconds

Servo Short-Out causes robotic enemies' limbs to break, and grounds them. This can be a very useful DNI skill to use when going for Accolades that require you to kill several robots at once. Servo does a lot of damage, but generally not enough to kill the robot. Additionally, since the robots are no longer mobile, they're easier to group and use more lethal attacks on.

Upgrade Module: Can now affect three targets at once.

Skill: Surge

Recharge time: 12 seconds

With Surge, you hack into the mind of a robot and cause it to initiate an EMP-based self-destruct action. This temporarily disables any electronic enemies standing nearby.

Upgrade Module: Before detonation, the robot automatically finds another group of robots to run into before exploding.

Hijack Tree

Skill: Ravage Core

Recharge time: N/A

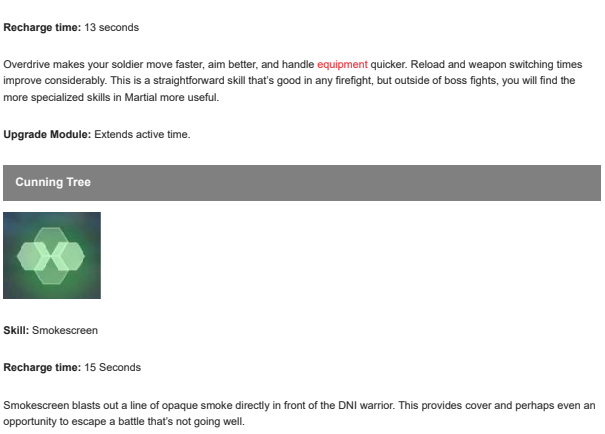
This is the Control passive skill enhancement. Once unlocked, you see an indicator when in melee range of a robot. Hit the indicator to initiate a special melee attack that rips out the robot's power cell. You can then throw the power cell like an EMP grenade, disabling other electronics.

Upgrade Module: Extends blast radius of the core.

Skill: Remote Hijack

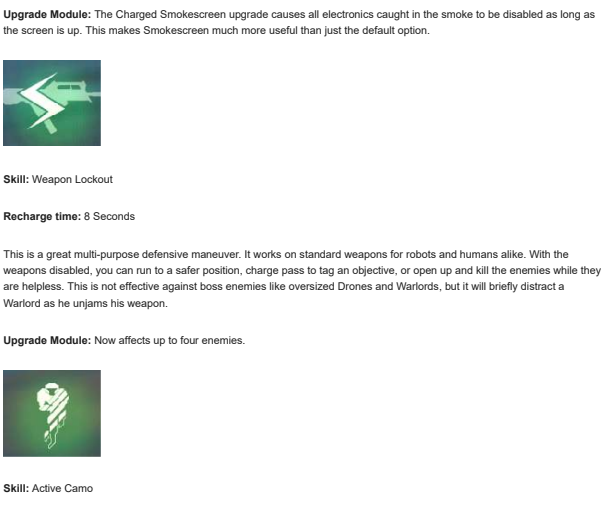
Recharge time: 20 seconds

Remote Hijack is one of the best DNI skills in the game, and the highlight of the Control set. With it, you can hijack all enemy drones, including the giant A.S.P. and P.A.W.W.S. enemies. The primary use for this skill is to hack turrets and drones, which frequently appear in most of the Campaign's chapters. Capturing any of these enemy forces is devastating, allowing you to unleash destruction behind enemy lines with no risk to yourself.



When you activate Remote Hijack, your soldier automatically turns invisible, which means he or she is immune to incoming fire.

Upgrade Module: Decreases the amount of time to hack larger devices. This upgrade can be put off until after you've unlocked other skills since it doesn't increase the effectiveness of the skill, just makes it easier to use against the select few larger enemy A.S.P. and P.A.W.W.S. drones.



Skill: Protocol Override

Recharge time: 20 seconds

This skill turns the allegiance of a robot to your side. After activating, it immediately turns on its companions, cutting through them with whatever weapon they have equipped. You can tell which robots are on your side by their head lights. Bad robots have red or yellow lights; good robots have blue or green lights. Other enemies usually prioritize taking out this traitor-robotic, so don't expect it to provide more than a momentary distraction.

Upgrade Module: Upgrade to turn up to two robots to your side with each activation.

Martial

Base Skill

Skill: Overdrive

Recharge time: 13 seconds

Overdrive makes your soldier move faster, aim better, and handle equipment quicker. Reload and weapon switching times improve considerably. This is a straightforward skill that's good in any firefight, but outside of boss fights, you will find the more specialized skills in Martial more useful.

Upgrade Module: Extends active time.

Cunning Tree

Skill: Smokescreen

Recharge time: 15 Seconds

Smokescreen blasts out a line of opaque smoke directly in front of the DNI warrior. This provides cover and perhaps even an opportunity to escape a battle that's not going well.

Upgrade Module: The Charged Smokescreen upgrade causes all electronics caught in the smoke to be disabled as long as the screen is up. This makes Smokescreen much more useful than just the default option.

Skill: Weapon Lockout

Recharge time: 8 Seconds

This is a great multi-purpose defensive maneuver. It works on standard weapons for robots and humans alike. With the weapons disabled, you can run to a safer position, charge pass to tag an objective, or open up and kill the enemies while they are helpless. This is not effective against boss enemies like oversized Drones and Warlords, but it will briefly distract a Warlord as he unjams his weapon.

Upgrade Module: Now affects up to four enemies.

Skill: Active Camo

Recharge time: 22 Seconds

Camo is probably the most universally useful skill in the Martial skill group. It's particularly good on Veteran and Realistic difficulties because it provides an opportunity to sneak behind deadly enemies in cover. You can also use Camouflage to escape a near-death situation; enemies rarely locate you as long as you avoid firing your weapon.

Upgrade Module: Extended Camo increases activation time.

Fury Tree

Skill: Overwhelming Force

Recharge time: 3 seconds

Activate this ability and your soldier charges forward, blasting through enemies. This attack is lethal, but it does not make you invincible, so avoid using it on harder difficulties.

Upgrade Module: Extends the distance of the blitz attack.

Skill: Takedown

Recharge time: N/A

This is the passive melee attack for the Martial DNI tree. Takedown significantly extends your melee attack range and allows you to attack most enemies at short range instead of an extremely short range. It's most useful on easier difficulties where melee combat is a more viable option.

Upgrade Module: Rapid Strike extends the chain of the melee combo to three strikes.

Skill: Concussive Blast

Recharge time: 14 Seconds

Concussive Blast overcharges your DNI and sends a shockwave through nearby enemies. Foes in melee range are killed outright; while those further away are knocked down. There are few situations where you're completely surrounded by enemies. But, if you plan ahead, this is a great skill to have in your arsenal to unleash at the right time.

Upgrade Module: Concussive Wave adds a leap to the beginning of the Concussive Wave. This effectively makes the Wave have longer range, so you no longer need to run into the middle of a group enemies before releasing.

Chaos

Base Skill

Skill: Sensory Overload

Recharge time: 14 Seconds

Sensory Overload temporarily disables human enemies by blinding them and disabling their senses. Think of this as a Flash grenade you can use instantly, at range, and without risking flashing yourself.

Upgrade Module: Can now affect five enemies.

Panic Tree

Skill: Misdirection

Recharge time: 11 Seconds

Misdirection creates a few holographic drones to distract enemies. Some enemies take cover, while others make futile attempts at shooting down the drones. This can be a great technique against very tough opponents. It almost always gives you enough time to find cover and recover your health.

Upgrade Module: Extends the size of the misdirection field, affecting more enemies.

Skill: Electrostatic Strike

Recharge time: N/A

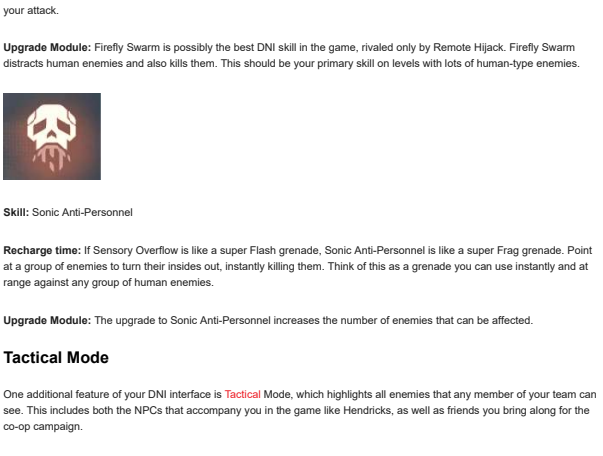
This DNI skill is a passive melee ability granted by the Chaos tree. The strike electrocutes both humans and robots, and is much quicker than a normal melee attack. This is a skill you can save to purchase until later in the game as the benefit isn't as powerful as the other tree's melee attacks.

Upgrade Module: Powerful currents arc out of the enemy, disabling electronic enemies in the area.

Skill: Cacophony

Recharge time: 15 Seconds

This is a really interesting ability that allows you to ignite any explosive containers on the battlefield. It's often ideal for obtaining Accolades that require you to explode containers. Another benefit is that containers are generally placed near enemy cover, and exploding several can instantly kill enemies hiding in cover.



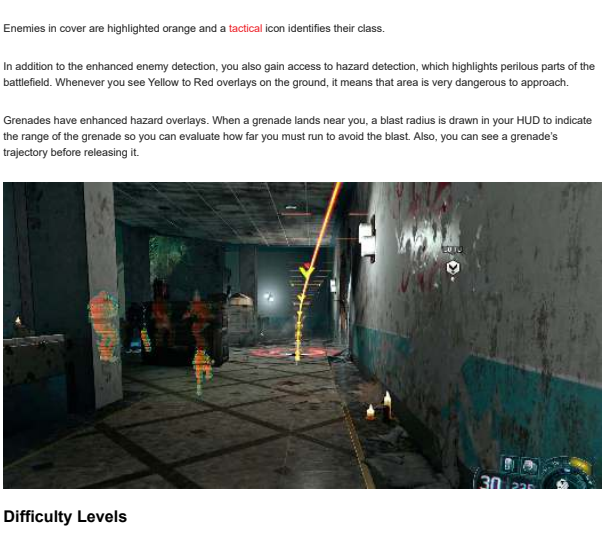
Upgrade Module: Affects a wider range on the battlefield.

Devastation

Skill: Immolation

Recharge time: 12 Seconds

Immolation is a go-to DNI power to use throughout the Campaign walkthrough. It's incredibly useful against both robotics and drones. It has two major advantages: one, it has a very short recharge time; two, it is always an instant kill. One Immolation kill can spread to nearby enemies.



Upgrade Module: With the upgrade, you can now ignite enemy grenades. This makes this one of the rare ranged DNI offensive abilities that can be used against both robots and humans.

Skill: Blinding Swarm

Recharge time: 21 Seconds

With each activation, you release a swarm of nanobots that distract the enemy. This gets enemies to leave cover, stops them from firing on you, and generally makes humans much easier to kill. One additional benefit of the Swarm is that it's completely automatic. That means you can release a Swarm anywhere and it finds the enemies for you. No need to point your attack.

Upgrade Module: Firefly Swarm is possibly the best DNI skill in the game, rivaled only by Remote Hijack. Firefly Swarm distracts human enemies and also kills them. This should be your primary skill on levels with lots of human-type enemies.

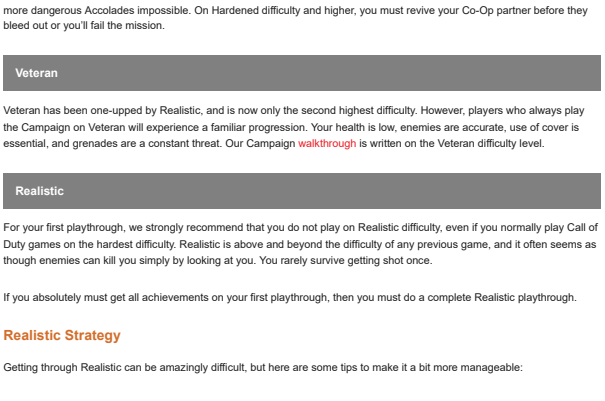
Skill: Sonic Anti-Personnel

Recharge time: If Sensory Overflow is like a super Flash grenade, Sonic Anti-Personnel is like a super Frag grenade. Point at a group of enemies to turn their insides out, instantly killing them. Think of this as a grenade you can use instantly and at range against any group of human enemies.

Upgrade Module: The upgrade to Sonic Anti-Personnel increases the number of enemies that can be affected.

Tactical Mode

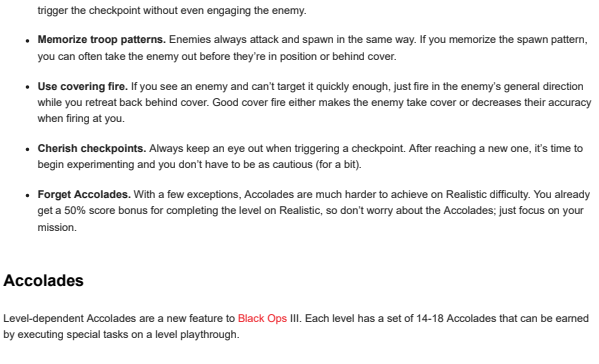
One additional feature of your DNI interface is Tactical Mode, which highlights all enemies that any member of your team can see. This includes both the NPCs that accompany you in the game like Hendricks, as well as friends you bring along for the co-op campaign.



Enemies in cover are highlighted orange and a tactical icon identifies their class.

In addition to the enhanced enemy detection, you also gain access to hazard detection, which highlights perilous parts of the battlefield. Whenever you see Yellow to Red overlays on the ground, it means that area is very dangerous to approach.

Grenades have enhanced hazard overlays. When a grenade lands near you, a blast radius is drawn in your HUD to indicate the range of the grenade so you can evaluate how far you must run to avoid the blast. Also, you can see a grenade's trajectory before releasing it.



Difficulty Levels

Choosing the game difficulty is one of your most important decisions when starting the Campaign. Black Ops III introduces a whole new difficulty level to the franchise: Realistic.

Difficulties determine your score multiplier, how hard the game takes to complete, how often you die, and which Achievements/Trophies you earn on Steam, Xbox Live, and PSN.

Changing Difficulties

While you can change difficulties at any time in the Pause menu, be aware that if you change a difficulty mid-way through a level, you only get credit for beating the level on the lower difficulty.

You will, however, get an increased score for killing enemies when upping your difficulty level.

Recruit

Recruit is the closest thing to a "cinematic mode" in Call of Duty. Don't expect to just breeze through the Campaign, though! Enemies can still set up lethal traps that will kill you if you try to sprint through the game too quickly. You must hang back at certain points to avoid enemy death traps. Even with the reduced difficulty, standing on a grenade is still instant death.

Regular

Regular difficulty is recommended for most players. You encounter heavy enemy resistance and are often challenged by encounters. However, if you are familiar with FPS games, there should be no points that are overly frustrating (and if you do encounter one of those, check out our Campaign walkthrough for advice!).

Hardened

This is a great difficulty for players that care about achievements and for an experienced player's first playthrough. You earn an Achievement or Trophy at the end of every campaign level. However, the difficulty is not so hard as to make some of the more dangerous Accolades impossible. On Hardened difficulty, you must revive your Co-Op partner before they bleed out or you'll fail the mission.

Veteran

Veteran has been one-upped by Realistic, and is now only the second highest difficulty. However, players who always play the Campaign on Veteran will experience a familiar progression. Your health is low, enemies are accurate, use of cover is essential, and grenades are a constant threat. Our Campaign walkthrough is written on the Veteran difficulty level.

Realistic

For your first playthrough, we strongly recommend that you do not play on Realistic difficulty, even if you normally play Call of Duty games on the hardest difficulty. Realistic is above and beyond the difficulty of any previous game, and it often seems as though enemies can kill you simply by looking at you. You rarely survive getting shot once.

If you absolutely must get all achievements on your first playthrough, then you must do a complete Realistic playthrough.

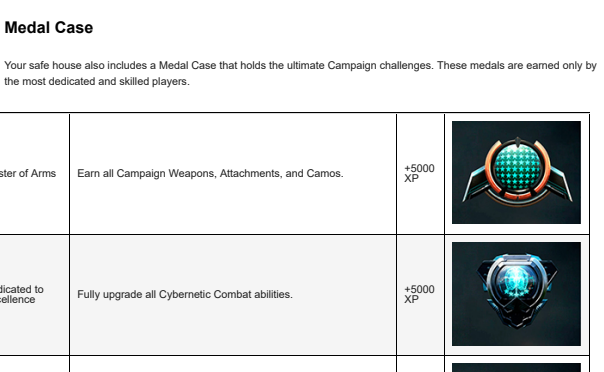
Realistic Strategy

Getting through Realistic can be amazingly difficult, but here are some tips to make it a bit more manageable:

- **Play cooperatively!** Bringing along a friend can make the grueling ordeal a bit easier, because only one of you needs to survive to keep moving. Just make sure your partner is as patient and determined as you are!
- **Be very patient.** If you just wait long enough in some areas, your teammates will kill and take out enemy resistance. A good example of this is the bridge on the first level. Wait at that bridge for a bit to stay out of fire and automatically trigger the checkpoint without even engaging the enemy.
- **Memorize troop patterns.** Enemies always attack and spawn in the same way. If you memorize the spawn pattern, you can often take the enemy out before they're in position or behind cover.
- **Use covering fire.** If you see an enemy and can't target it quickly enough, just fire in the enemy's general direction while you retreat back behind cover. Good cover fire either makes the enemy take cover or decreases their accuracy when firing at you.
- **Cherish checkpoints.** Always keep an eye out when triggering a checkpoint. After reaching a new one, it's time to begin experimenting and you don't have to be as cautious (for a bit).
- **Forget Accolades.** With a few exceptions, Accolades are much harder to achieve on Realistic difficulty. You already get a 50% score bonus for completing the level on Realistic, so don't worry about the Accolades; just focus on your mission.

Accolades

Level-dependent Accolades are a new feature to Black Ops III. Each level has a set of 14-18 Accolades that can be earned by executing special tasks on a level playthrough.



Each Accolade can be earned just once. Earning one is permanent, even if you don't get to the next gameplay checkpoint after doing it. This means if it's an especially dangerous challenge, you can attempt it multiple times without worrying about dying.

Fixed Accolades

Every level has the same first three Accolades, which are some of the most difficult. They each reward a Fabrication Token when achieved.

Untouched!: Complete this Mission without dying.

Make it all the way through the level without getting killed. Obviously, the lower the difficulty, the easier this is. Playing in co-op mode makes it more manageable. Encourage your teammates to take the lead (and shots) for you while you hang back under safety of cover. Note that falling because of Friendly Fire or by a scripted lose condition does not count against this Accolade.

High Score: Complete the mission with a designated high score.

Each level has a target score you must hit. Many have areas where there are unlimited enemies. If you are specifically going for a high score, stay in one of those areas to rack up as many points as you need to hit the target.

The difficulty of this Accolade varies widely between levels. Those with several bosses and drones tend to be easier to hit since they reward the most points.

Got 'Em: Find all of the collectibles in the mission.

Each level has a number of collectibles to find. Refer to our Campaign walkthrough for collectible locations.

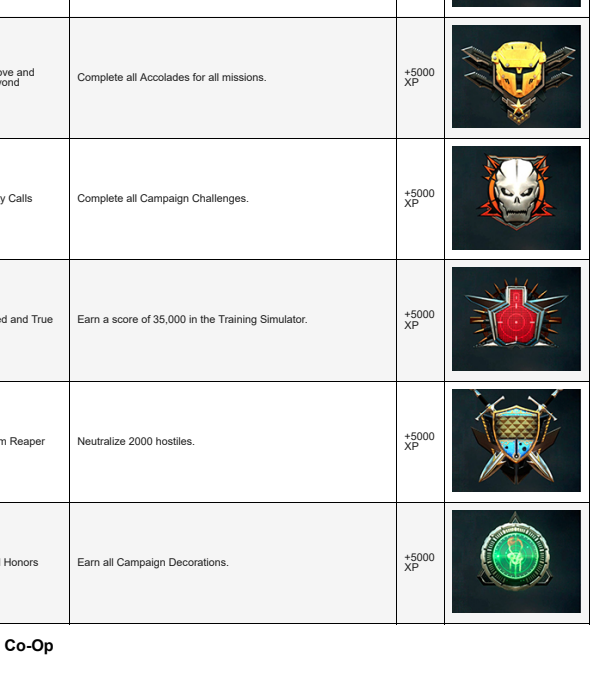
The rest of each level's Accolades are level specific, and we provide coverage of them with each chapter. If you ever fail an Accolade because you miss a shot or opportunity, you can always retry by suiciding via grenade before you trigger the next checkpoint.

Collectibles

Each level contains two to six collectibles. Treyarch has done a fantastic job of hiding these in the nooks and crannies of the levels to make them extremely difficult to find.

Fortunately, when you're close to a collectible and look at it, an icon appears on your HUD. This icon looks similar to the objective marker.

Once you've found a collectible, your game is automatically saved. The collectible is made available to view in your safe house. Our Campaign walkthrough reveals the location of each collectible.



Medal Case

Your safe house also includes a Medal Case that holds the ultimate Campaign challenges. These medals are earned only by the most dedicated and skilled players.

Master of Arms	Earn all Campaign Weapons, Attachments, and Camos.	+5000 XP	
Dedicated to Excellence	Fully upgrade all Cybernetic Combat abilities.	+5000 XP	
Armament Superiority	Unlock and purchase all weapons, lethals, tacticals, and CyberCombat Abilities.	+5000 XP	
Heroic Service	Complete the Campaign on the Veteran difficulty setting.	+5000 XP	
Legendary Service	Complete the Campaign on the Realistic difficulty setting.	+5000 XP	
Immortal Fame	Complete every mission in the game at least once on Veteran without restarting from a checkpoint.	+5000 XP	
Chronicler	Locate all the collectibles in the campaign.	+5000 XP	
Above and Beyond	Complete all Accolades for all missions.	+5000 XP	
Duty Calls	Complete all Campaign Challenges.	+5000 XP	
Tried and True	Earn a score of 35,000 in the Training Simulator.	+5000 XP	
Grim Reaper	Neutralize 2000 hostiles.	+5000 XP	
Full Honors	Earn all Campaign Decorations.	+5000 XP	

Co-Op

In Co-Op mode, you and your friends fight through the game's Campaign together. Up to four players can play together.

Though it has the same story line, the experience for Co-Op varies from a Single-player Campaign game. Aside from spawning more units, the Co-Op mode also gives you the freedom to pull some pretty cool cooperative strategies and get a leg up on amassing different Accolades and Collectibles. Here are some tips that should help you and your team on Co-Op.

No Man Left Behind

The gameplay in Black Ops III can move pretty quickly and often times you find yourself separated from your partner. Whether you're pinned down by enemies or combing the landscape for Collectibles, it's important that you understand the mechanics of distance in Co-Op mode.

If a teammate reaches the next objective marker, you are automatically teleported to the most current location. Though a convenience for those who may get lost, teleportation can come as an unpleasant surprise for players working on an Accolade or searching for a Collectible. Be sure to tell your teammates to hang back and that you need a minute or two.

Give Me Life

Does a level seem too difficult? No worries, that's why you're working as a team. Players can revive each other indefinitely, so keep a look out for the medic symbol, indicating your partner is at Last Stand. Reviving another player takes a few seconds and can leave you vulnerable to attack, so be careful. If both or all players are simultaneously in Last Stand, you will be forced to restart from the last checkpoint.

What if you find yourself in Last Stand and your partner is long gone, and unable to revive you? No sweat! If they manage to reach an objective marker, you are automatically revived and teleported to the new objective marker, which will usually trigger a storyline video for all players.

When in Last Stand, always fight until the last second. Enemies initially ignore you after getting downed, assuming you're dead. You can take advantage of your precious last moments by crawling, albeit awkwardly slow, or firing your gun. If you can see your partners nearby, crawling toward them or to an area of cover can make reviving you easier. Alternatively, you can try to kill the enemies that killed you, making it safer for your partner to revive you.

In Hardened, Veteran, and Realistic difficulty modes, you must revive your partners before they die, or it's game over.

No "I" in "Team"

You encounter more enemies in Co-Op mode. Be sure to coordinate with your partners when deciding which weapons to use and which Cores and upgrades to equip and purchase. Teams should balance between Chaos, Control, and Martial to ensure you've got all your bases covered. If you've played before or are using the guide, having multiple players equip the recommended DNI skills can be absolutely devastating, allowing you to wipe out fields of enemies in mere seconds.

Tactical Mode allows you to see the outline and locations of all the enemies that are currently visible to other players. Have a player take position on high ground and enemies will be easily visible in your team's HUD.

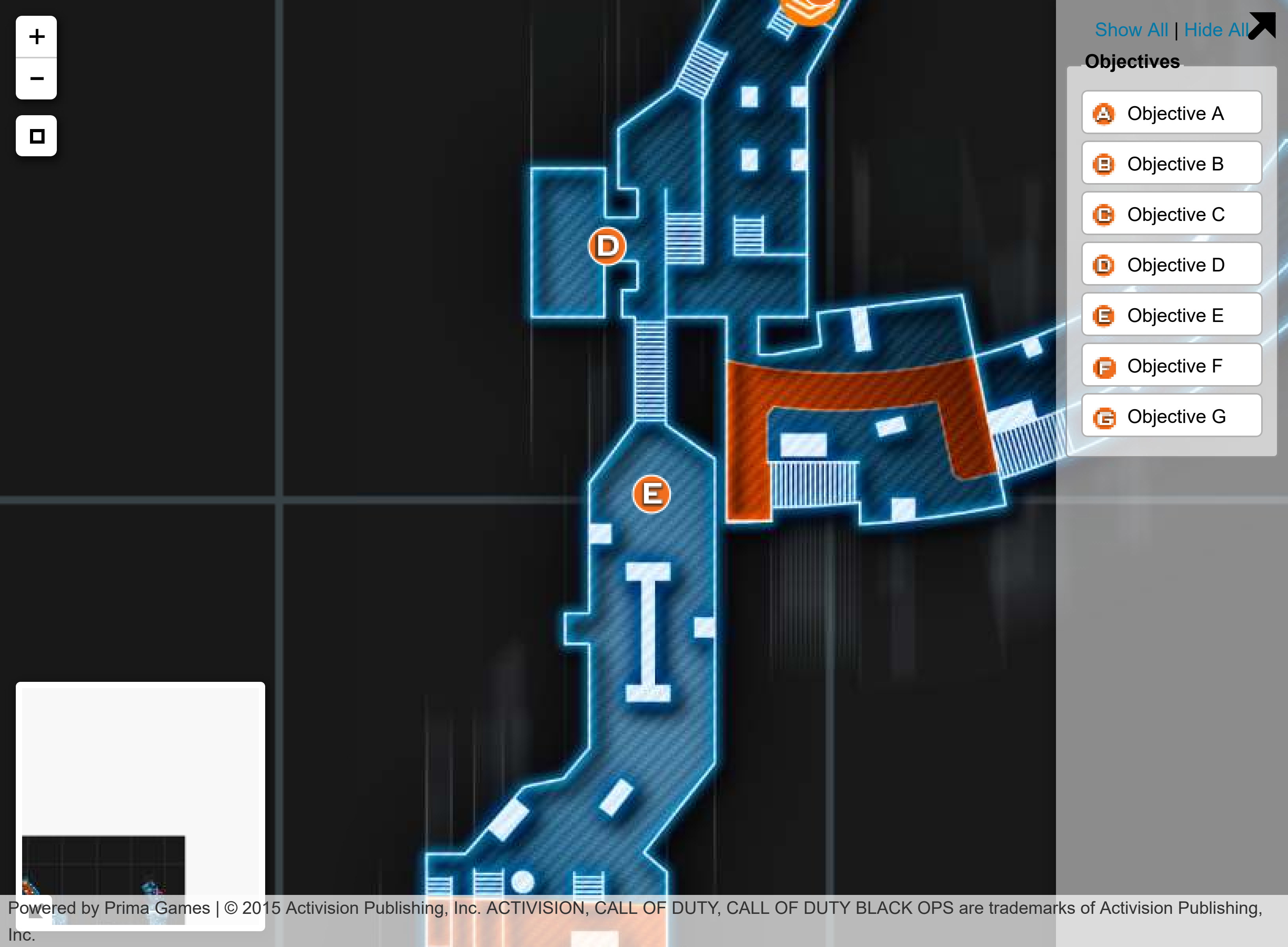
Treasure Hunting

There are plenty of Collectibles and Accolades to find in the Call of Duty: Black Ops III maps, so take your time as a team when moving through terrain. However, be aware that some Accolades require only one player to complete. Hard work trying to fulfill a specific Accolade requirement can easily be dashed away by a blundering and trigger-happy partner. So let your team know when you're treasure hunting!

Friendly Fire

Don't fire at civilians or you automatically fail the mission for everyone and will be forced to start over! As for your allies, that's another story. You and your comrades are invulnerable to friendly fire and explosions. No harm, no foul!

Co-Op mode gives you a highly team-coordinated game playing experience with very rich replay value. However, the dynamism of gameplay is ultimately up to you and your team's creative pairing of traditional weapons with the superpowers found in Cores. Assemble a team and see all the different ways you can shoot, blow-up, or mind control your enemies—it's entirely up to you.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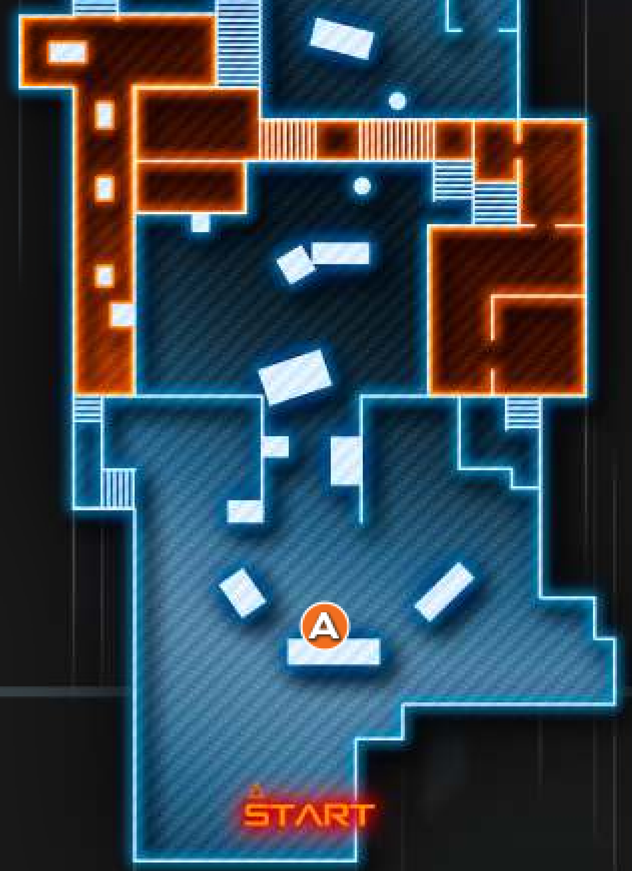

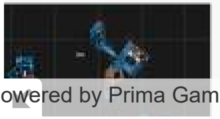

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- Objective C
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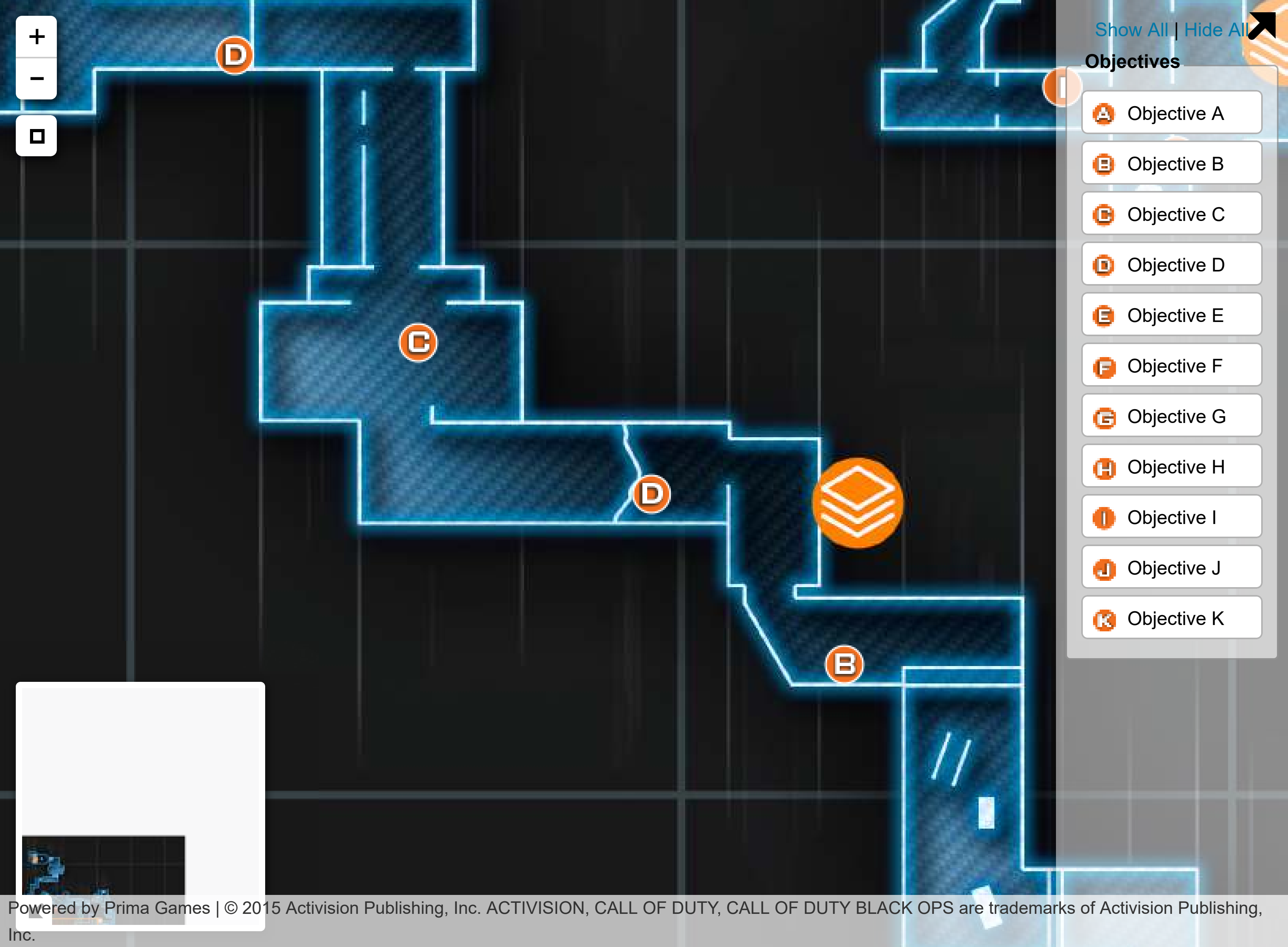
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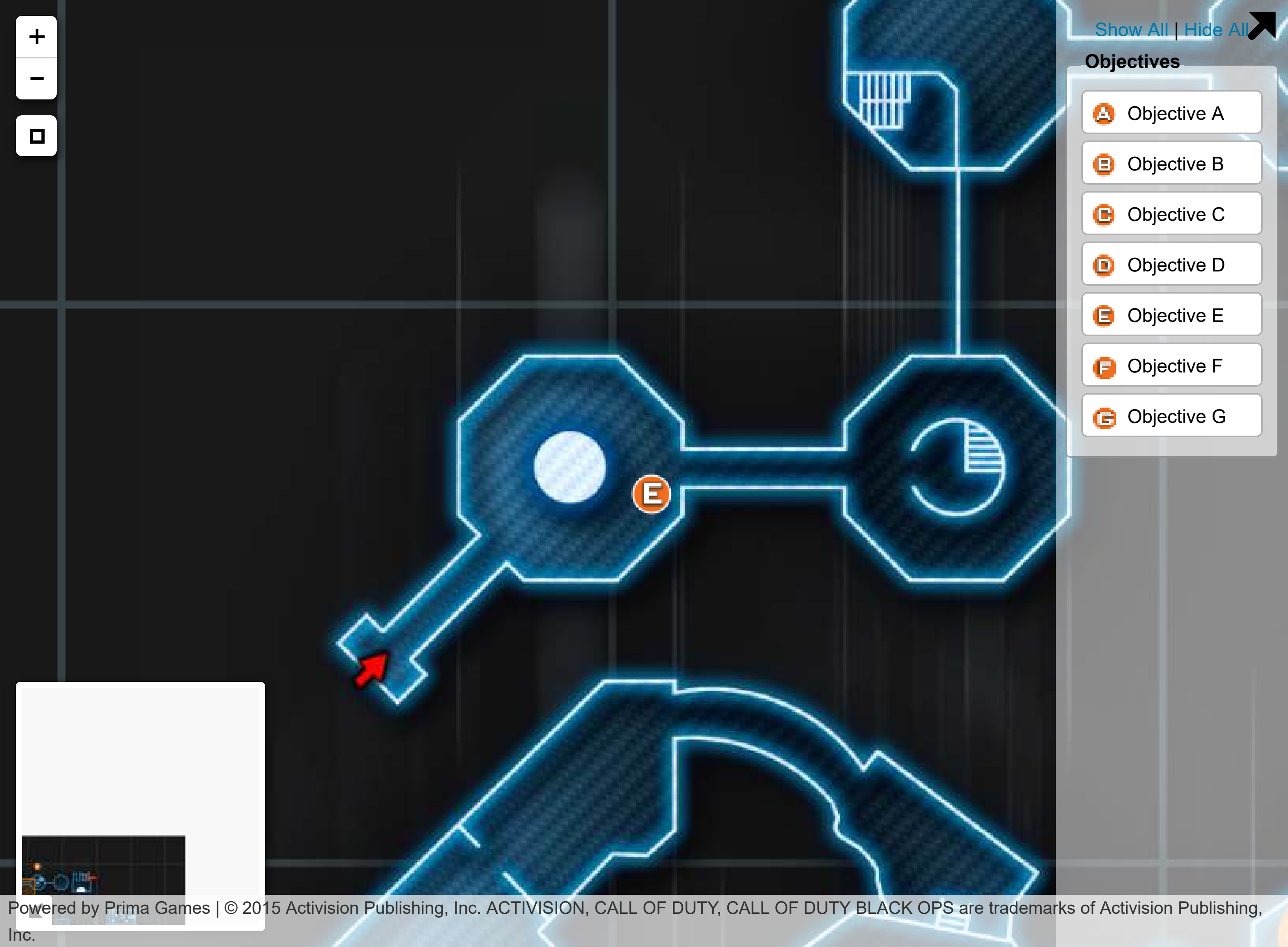

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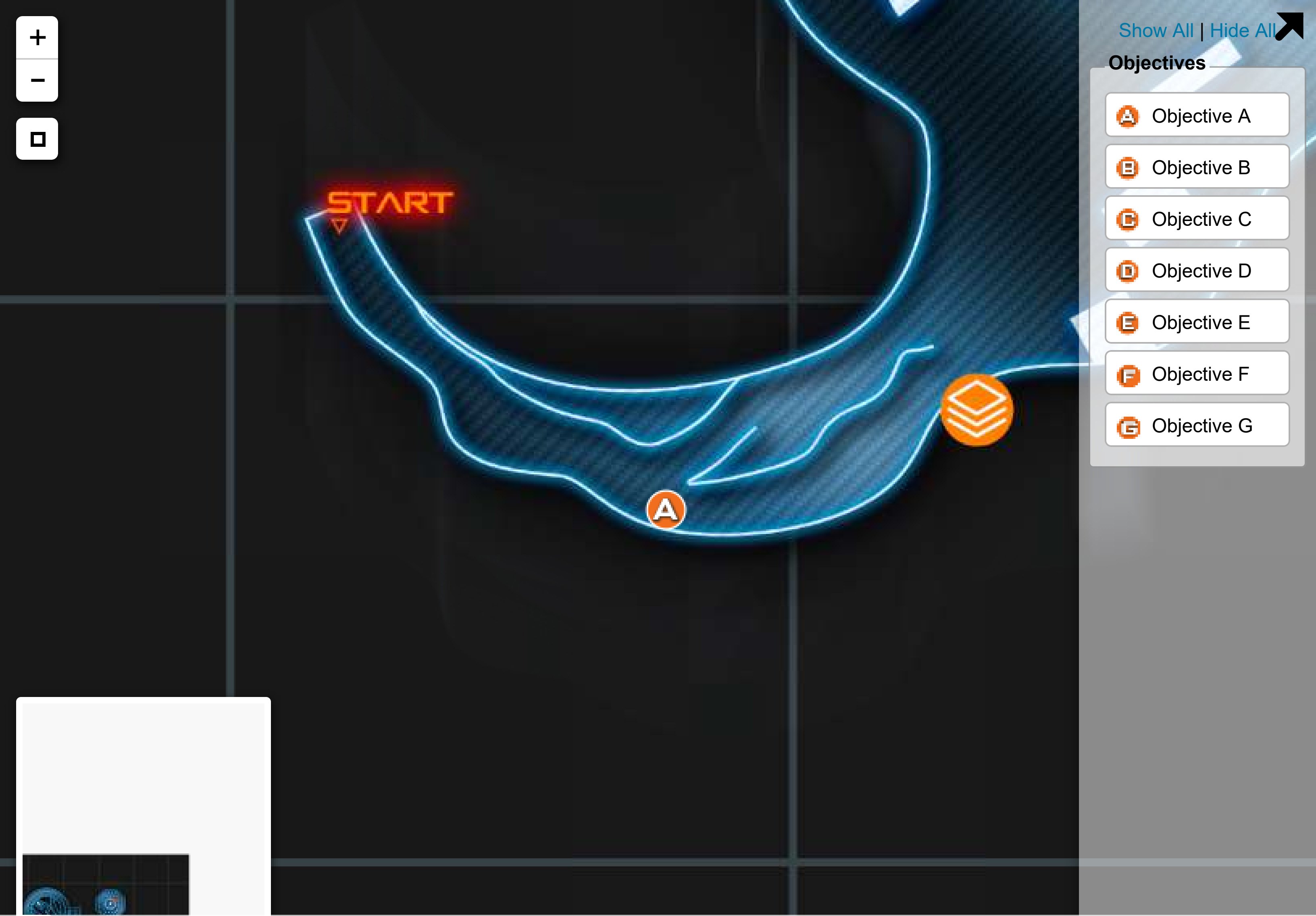
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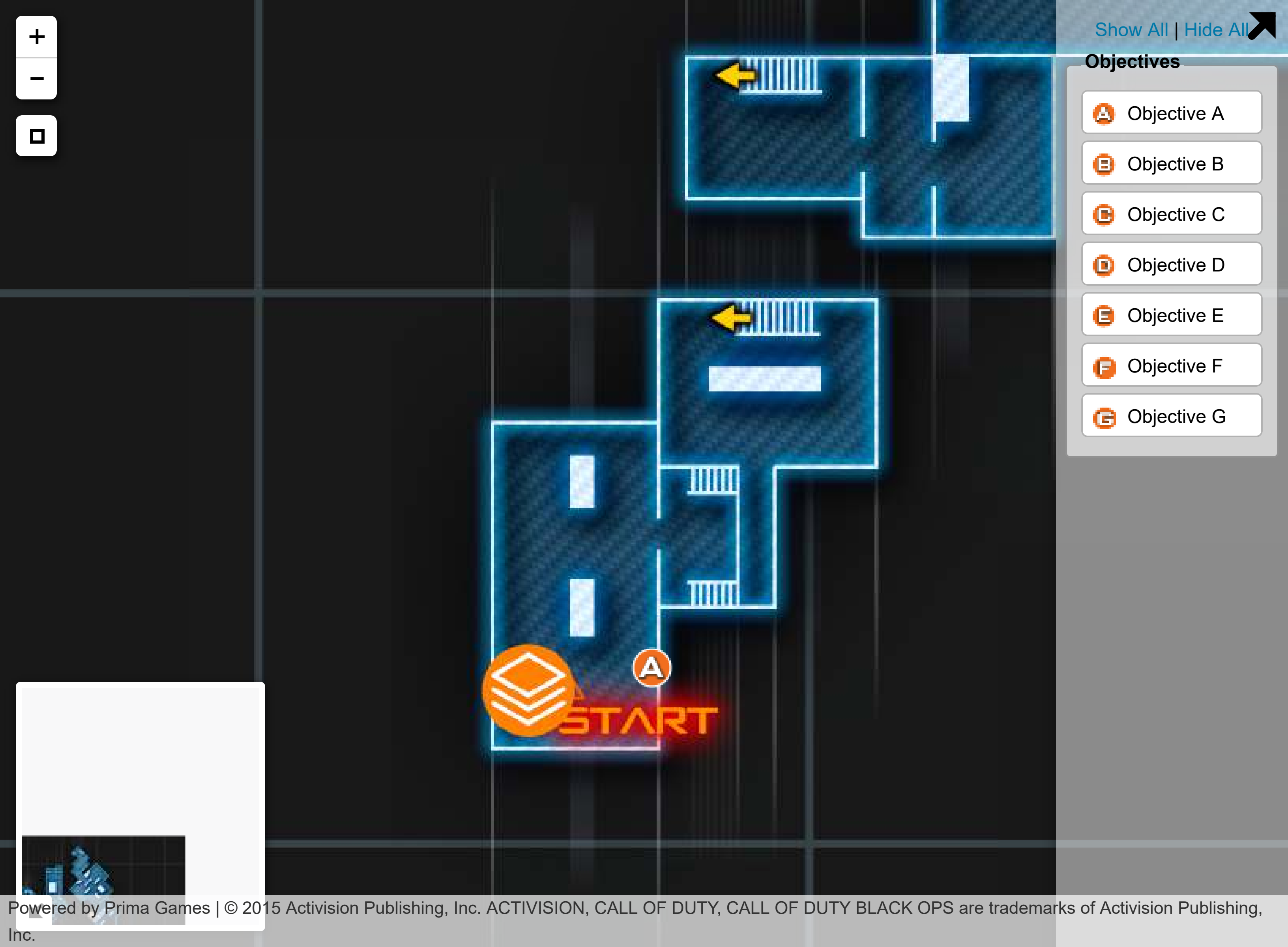
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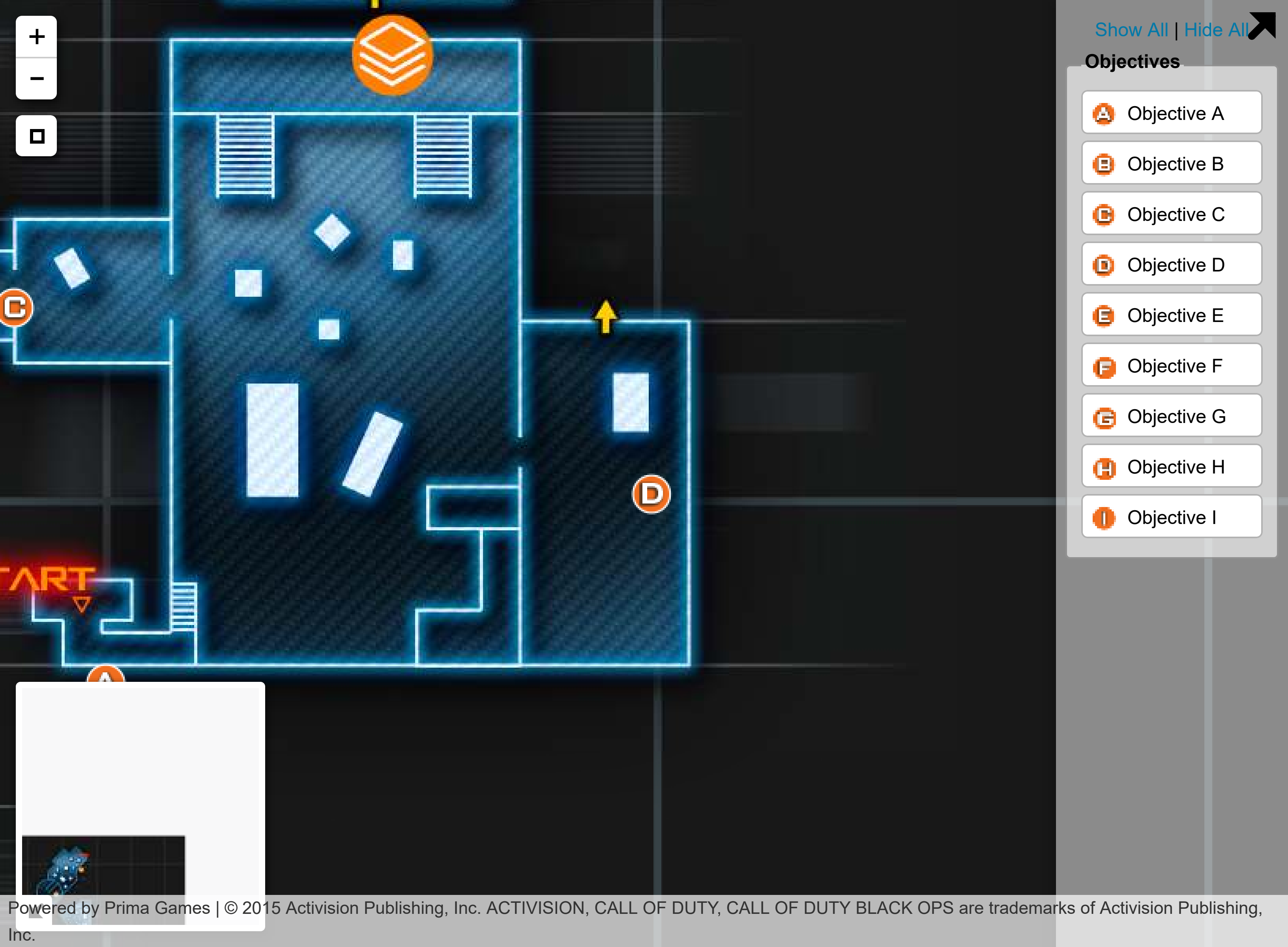

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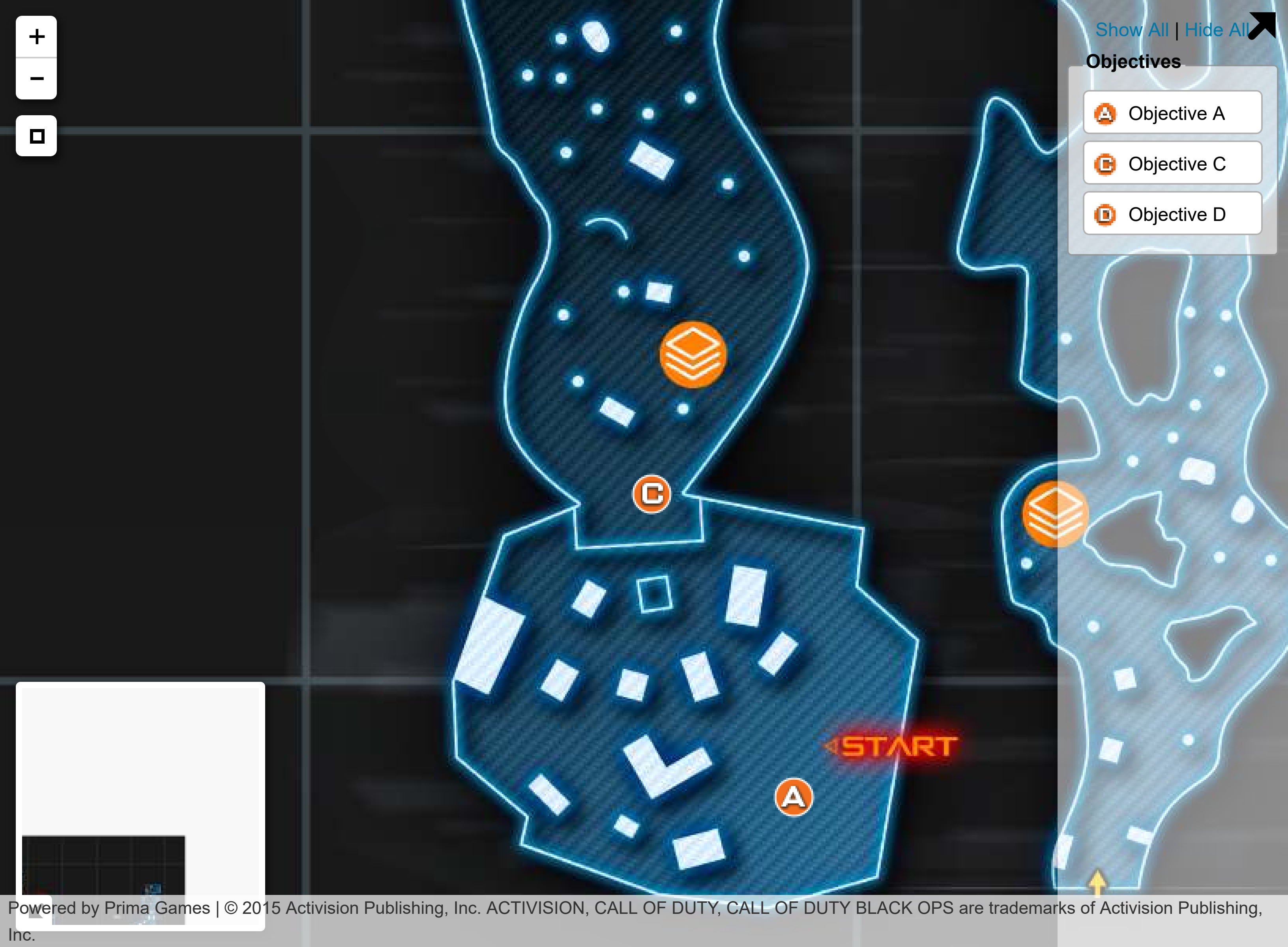

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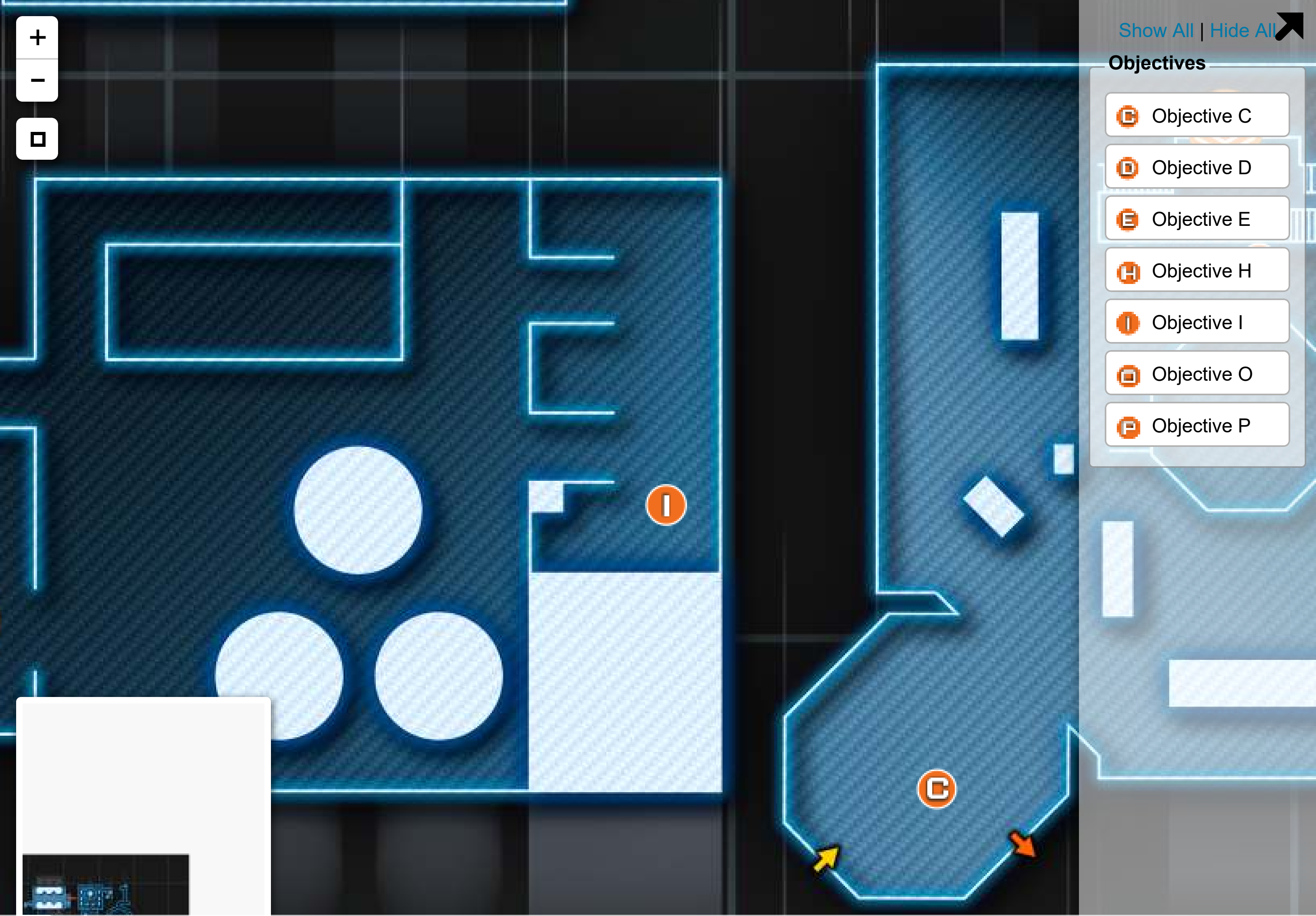
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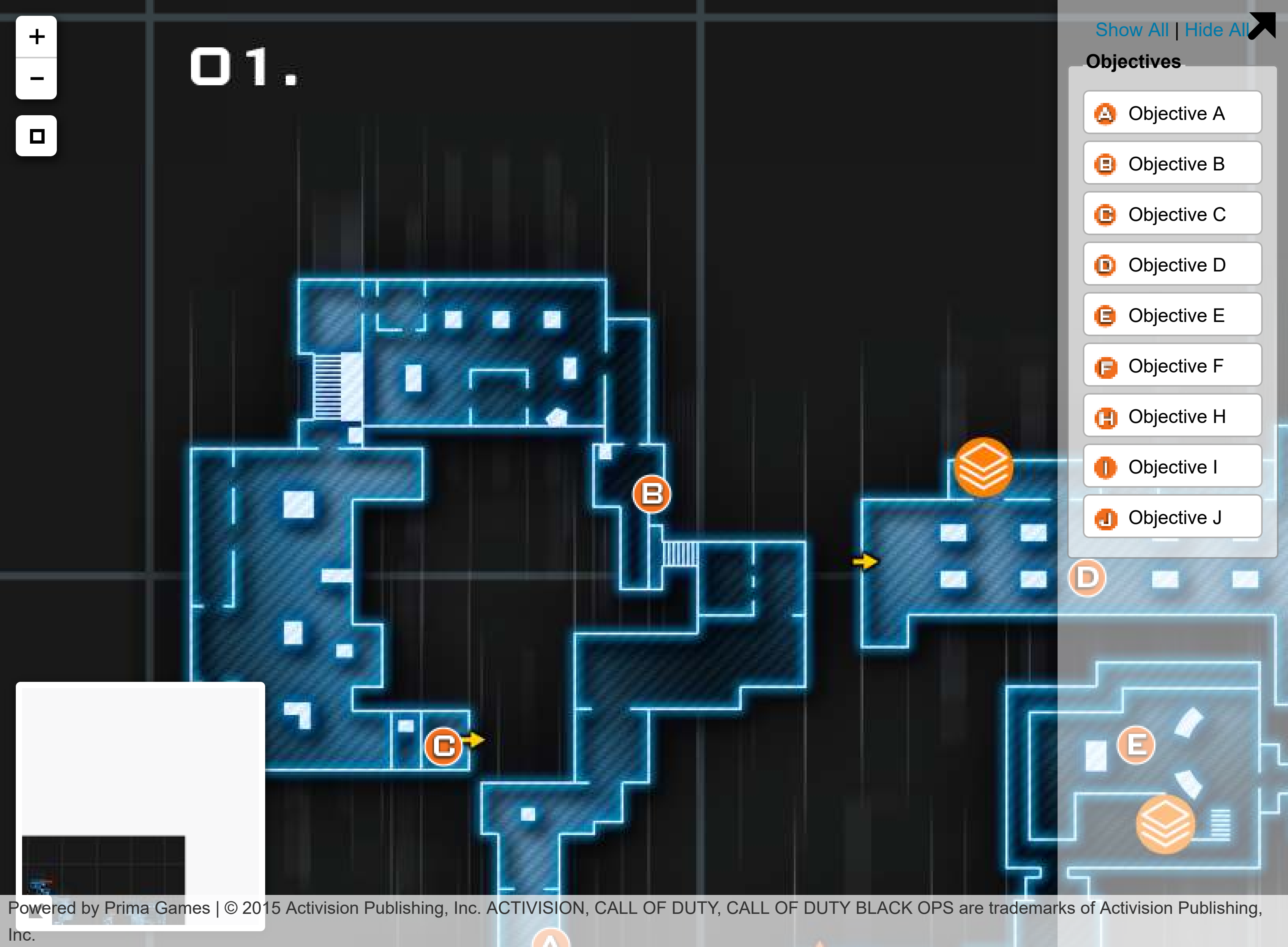
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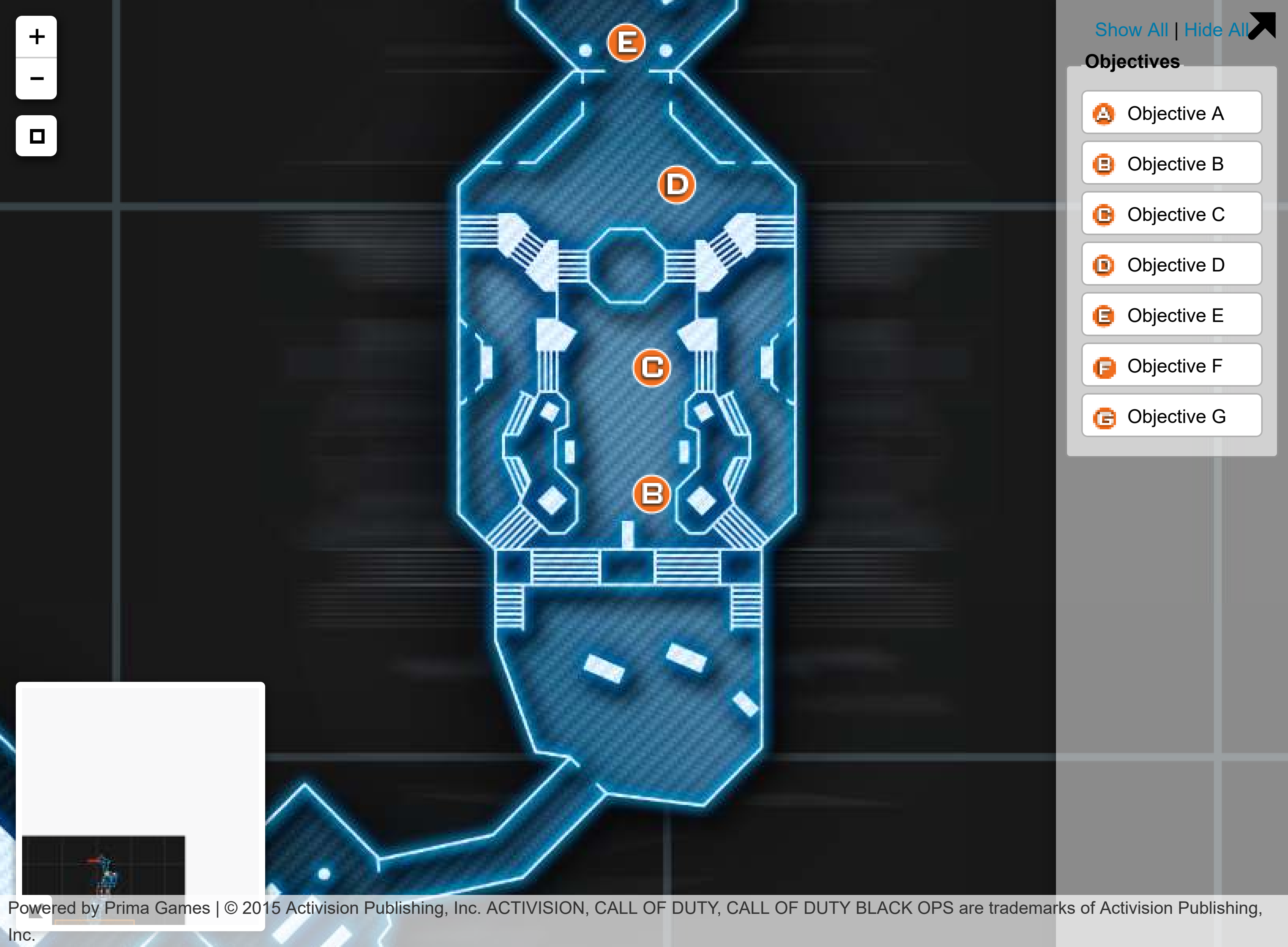

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